

FUSION



The PENUMBRA

WRITE TO: ECLIPSE COMICS - P.O. BOX 1099 - FORESTVILLE - CALIFORNIA - 95436

ON THE RACKS

- **SCOUT no. 17**
Scout and Monday dodge government troops. Then Scout meets Larry Marder's Beanworld!
- **FUSION no. 2**
The crew's back in the slammer, and jailbreak's been added to the list of charges!
- **TALES OF TERROR no. 11**
Four fear-filled features by creators Chuck Dixon, Tim Truman, Larry Elmore, John Bolton and others.
- **AIRBOY nos. 17 & 18**
Misery returns to threaten the world with a horror from the past, and only Airboy and Valkyrie can stop him!
- **BULLET CROW no. 1**
Collecting, for the first time, the adventures of Chuck Fiala's Bullet Crow, Fowl of Fortune.
- **STIG'S INFERNO no. 7**
Stig has become ruler of Hell, the demons go on strike, and the Plasma Monkeys really do return!
- **DESTROY! 3-D**
"The Loudest Comic in the Universe" is also now the deepest!
- **LEGION OF SUPER-HEROES INDEX no. 4**
Continued indexing of one of DC's most popular super-hero teams.
- **MR. MONSTER'S HI-SHOCK SHLOCK no. 1**
First all-horror issue! Beginning a series surveying classic comics with bizarre directions.
- **ESPers no. 5**
Catch up with the ESPers as they meet three of the world's deadliest assassins!
- **P.J. WARLOCK no. 3**
A mysterious series of murders is disturbing the peace!
- **RADIO BOY no. 1**
From SO-FUNNY COMICS comes one of Japan's comic book favorites—or is it?
- **ZOT! no. 12**
This issue answers the question, "Are Zot and Jenny ever going to get together, or what?"
- **VILLAINS & VIGILANTES no. 1**
Shadowman and Condor arrive to join the Crusaders, but find the Crushers instead.
- **MIRACLEMAN no. 11**
New regular artist John Tottleben joins writer Alan Moore to begin "Miracleman: Book III."
- **CROSSFIRE no. 20**
"The Badge," a tale of a lady of the evening and a gentleman of the force.
- **JUSTICE LEAGUE OF AMERICA INDEX no. 8**
The conclusion to the indexing of the "World's Greatest Super-Heroes."
- **GUERRILLA GROUNDHOG no. 2**
Learn the secret and exciting origin of the "Mostly Underground Hero."

THE PUBLIC DECIDES: A few weeks ago I asked for advice from you on how best to get our news of upcoming projects disseminated, since the two major fanzines weren't running all of it or printing it on a timely basis.

Thanks for the cards and letters—you have decided our policy for us!

Here's what we're gonna do:

PAGE NINE: We have contracted with **The Comics Buyer's Guide** to have page 9 of their publication every week. On that page we will run, in newspaper format, items about long-range plans and new projects. It will not be hype ("This is great! Buy it!"); rather it will be a fairly straightforward presentation of coming events ("Eclipse has just signed a contract with Bo Hampton to publish his new six-issue series, **Lost Planet**"). There will be no repetition—you'll have to read it every week to stay on top of developments. Also on **Page 9**, for those who enjoy that sort of thing, you will find cat yronwode's weekly column, **Fit to Print**. Ten points if that rings a bell in your memory banks.

PAGES NINE AND TEN: We are also contracting with **Amazing Heroes** to have two pages in their magazine every issue. Since **AH** is bi-weekly, we will run two week's worth of the ones that run in the **Buyer's Guide**, on pages nine and ten of each issue.

IN-HOUSE NEWS PAGE: For those of you who don't read fanzines, the same news, minus the **Fit to Print** column, will be featured in our books on a space-available basis. The news page will probably not appear in every issue of every title, but we'll try to give it pretty wide exposure across the board. This page will be updated once a month.

SPECIAL FLYERS: There will be a series of illustrated 8½×11 inch flyers detailing some of our more complex upcoming projects for Spring and Summer, 1987. These are:

1) **JAPANESE MANGA** (Bi-weekly translations of **Area 88**, **Kamui**, the **Ninja** and **Mai the Psychic Girl**).

2) The **WORLD OF SCOUT** (including **Scout**, **The Scout Handbook**, **New America** and **Swords of Texas**).

3) **AIRBOY SPECIALS** (including **Airboy**, **Valkyrie**, **The Air Maidens** and **Air Fighters Classics**).


4) The **4-WINDS PROJECTS** (in addition to **Scout** and the **Scout** spin-offs listed above, the 4-Winds team of creators will be bringing us **Prowler**, **Strike**, **Rangers:ATF** and the **Winterworld**.

These flyers are designed for DISTRIBUTORS and RETAILERS, so you'll have to ask your retailer to show one to you. However, we will mail them to individuals who send us a self-addressed, stamped envelope for each flyer. Write the name of the flyer you are requesting on the outside of the return envelope to make things easier for Traci, okay? And be patient—this Penumbra is appearing in the March books, but the flyers will be shipped in two groups, in March and April. Order them all at once if you want 'em, though. Traci will hold your return envelopes until they're ready.

ECLIPSE EXTRA! For plot synopses, shipping dates and cover reproductions on a month-by-month basis, check out the **Eclipse Extra!**, which will continue as always to be available free from your retailer. If your store does not carry this full-colour four-page flyer, enlist a bunch of your friends and put in a petition-type request. The **Extra!**, in conjunction with the **On the Racks** monthly checklist on this very page, will keep you up-to-date on what to look for in your local store.

Once again, thanks for your advice, readers. We appreciate the help.

Gee, that took so much space I won't have room to tell you about our new, larger offices! Next time, I promise!

catherine yronwode


THE PLACE, A DUNGEON BENEATH THE CAPITAL OF THE CRYSTAL STATE. HERE, THERE ARE WALLS, THERE ARE BARS, AND ABOVE ALL, THERE IS TIME. ENOUGH TIME TO DWELL ON, AND PERHAPS REPENT OF PAST INDISCRETIONS. TIME TO PLAN AND PLOT REVENGE. TIME FOR EVEN SO STRONG A FRIENDSHIP AS THAT BINDS BINDS THE CREW OF THE TSUNAMI TO GROW STRAINED...

HOPE YOU'RE SATISFIED, INDIO. IF YOU'D TAKEN MY ADVICE AND GOTTEN OFF THIS LOUSY FARKHOLE, WE WOULDN'T BE IN THIS MESS.

DOW, ARE YOU ALLERGIC TO COMMON SENSE? THIS IS YOUR BALLS-UP. I ONLY BOUGHT IN TRYING TO SAVE YOUR WORTHLESS HIDE.

RRRR. SHEATH CLAWS, BOTH OF YOU.

THINGS ARE NOT ALWAYS AS THEY SEEM.

WHAT ARE YOU...?

THE SOUL STAR COMMISSION PART II

STEVEN BARNES
WRITER

LELA DOWLING & STEVE GALLACCI
ARTISTS
LEX NAKASHIMA - CONCEPTUAL EDITOR

L. LOIS BUHALIS
LETTERER

LETITIA GLOZER
EDITOR



LISTEN, I WAS ABOUT THROUGH WITH YOU AND YOUR JUNKHEAP--

MISTER, WITH YOUR TRACK RECORD YOU COULDN'T SHIP OUT AS BACK-UP GIGOLO ON A GOLDEN AGE TOUR.



Oh, YEAH? WELL, YOU'RE THE ONE WHO MOVED MY BUNK INTO YOUR CABIN, CAP'N.



DOW, AS YOUR FRIEND, I IMPORE YOU. THIS IS A TIME FOR COOPERATION, NOT--

GO HATCH AN EGG.



SQUAWK



YOU SLIME--!

TOO SLOW, CAP'N-- TRY THIS!

AREN'T YOU GOING TO STOP IT?

INDIO NEEDS HER EXERCISE. EVER PLAYED TWO-HANDED BLITZKRIEG?

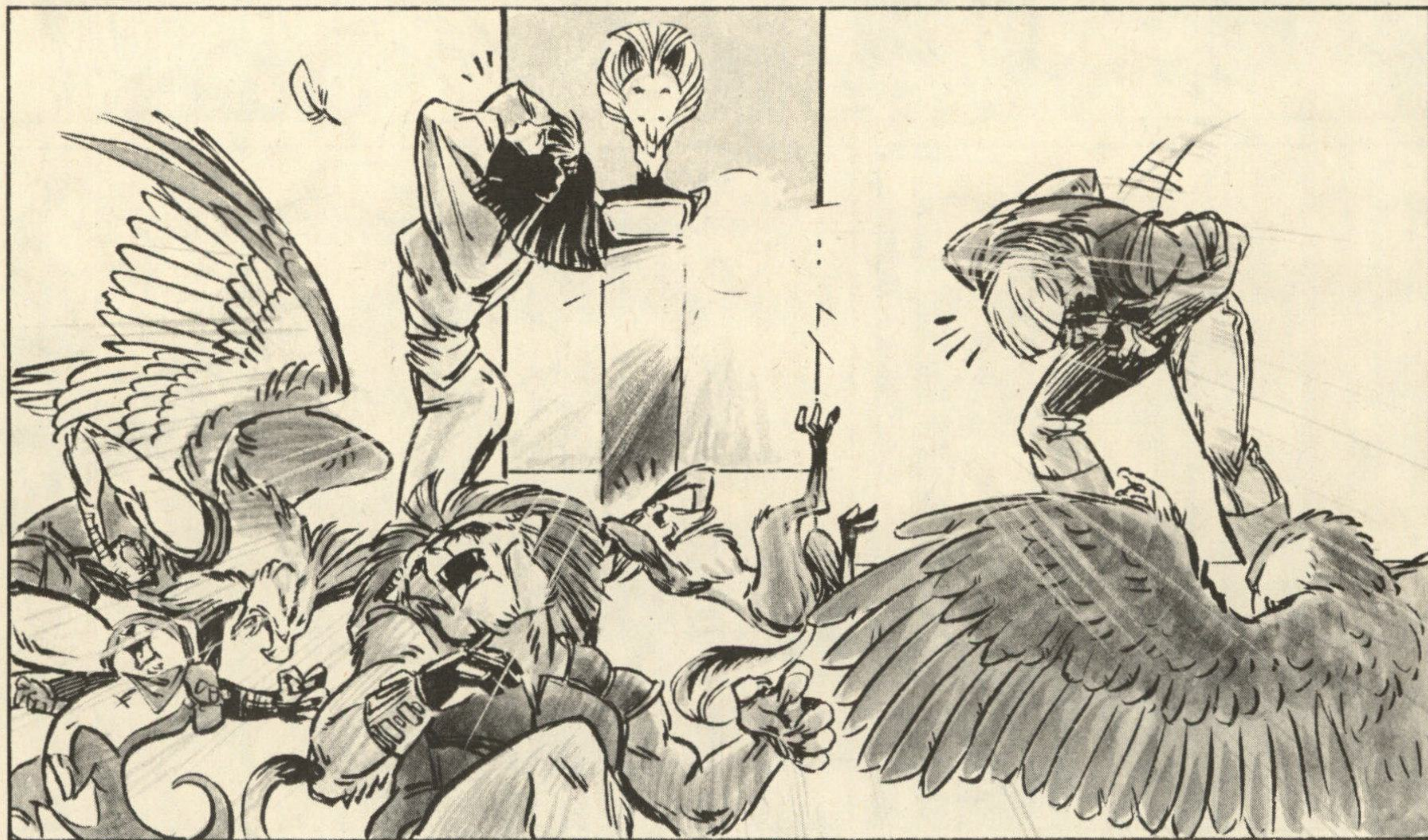
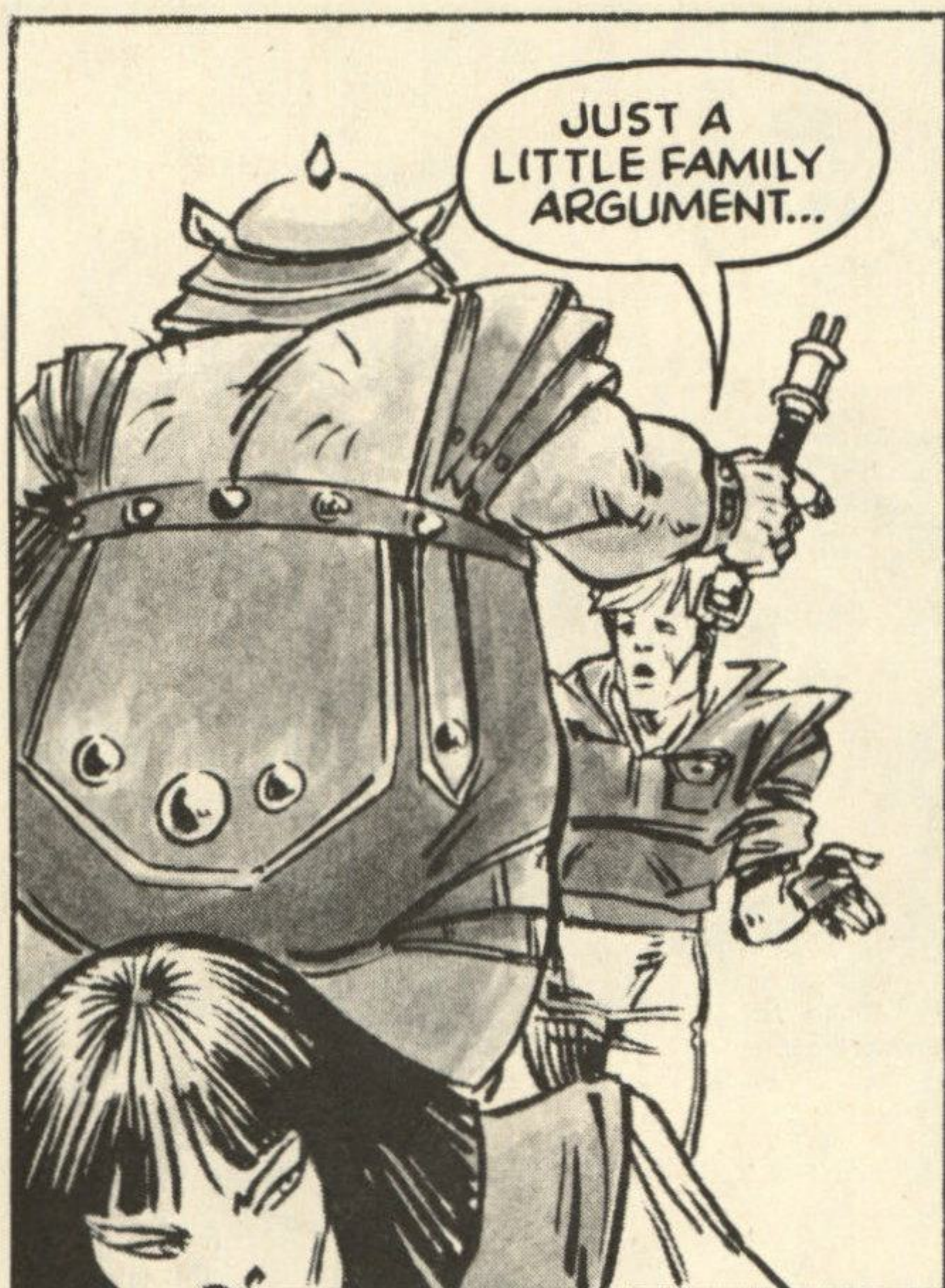


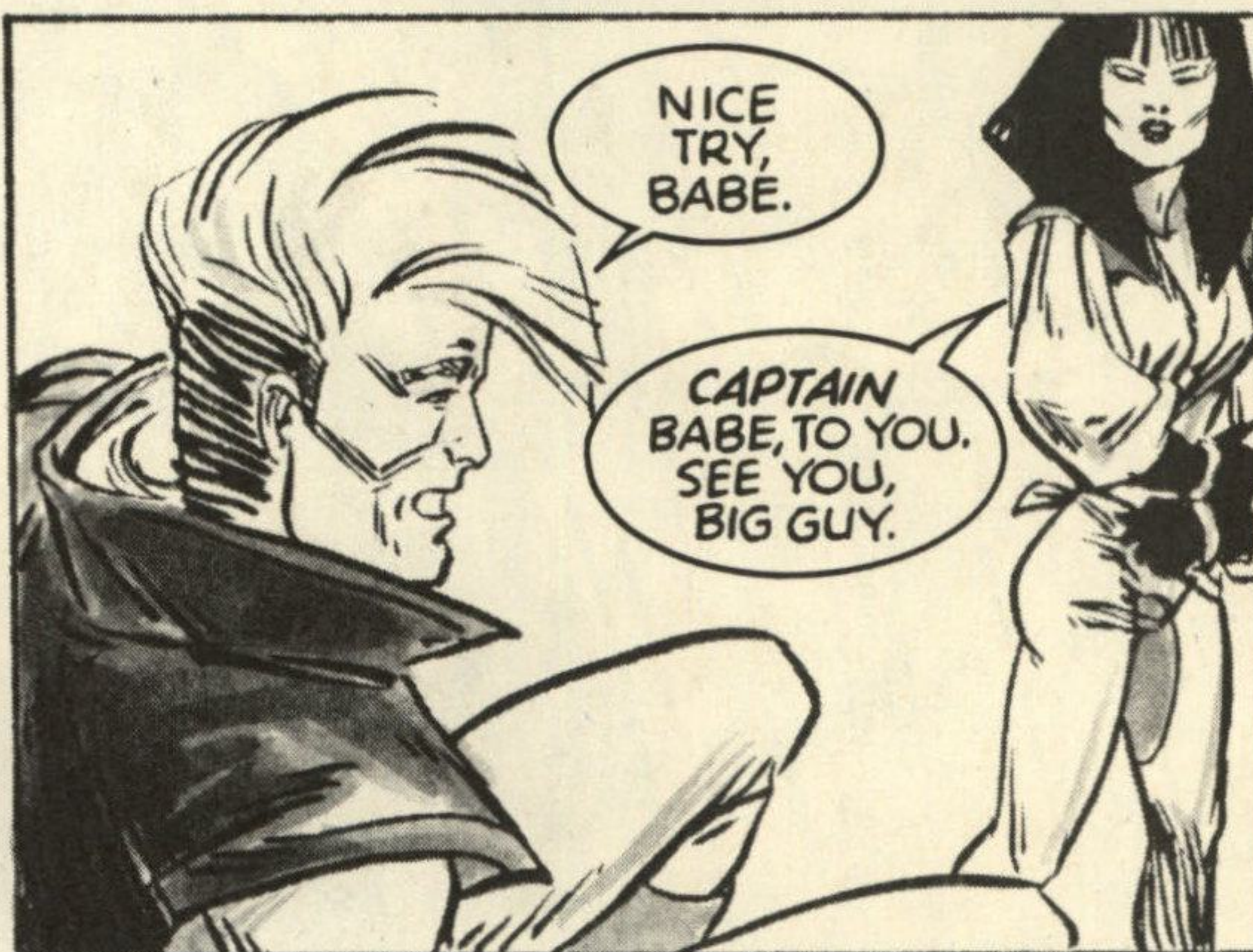
TWO-HANDED?

WE'VE GOT THREE. SO WE CAN TRY TWO-HANDED. IF WE HAD FIVE, WE COULD TRY FOUR-HANDED. UNLESS YOU WANT TO DOUBLE-DUMMY?

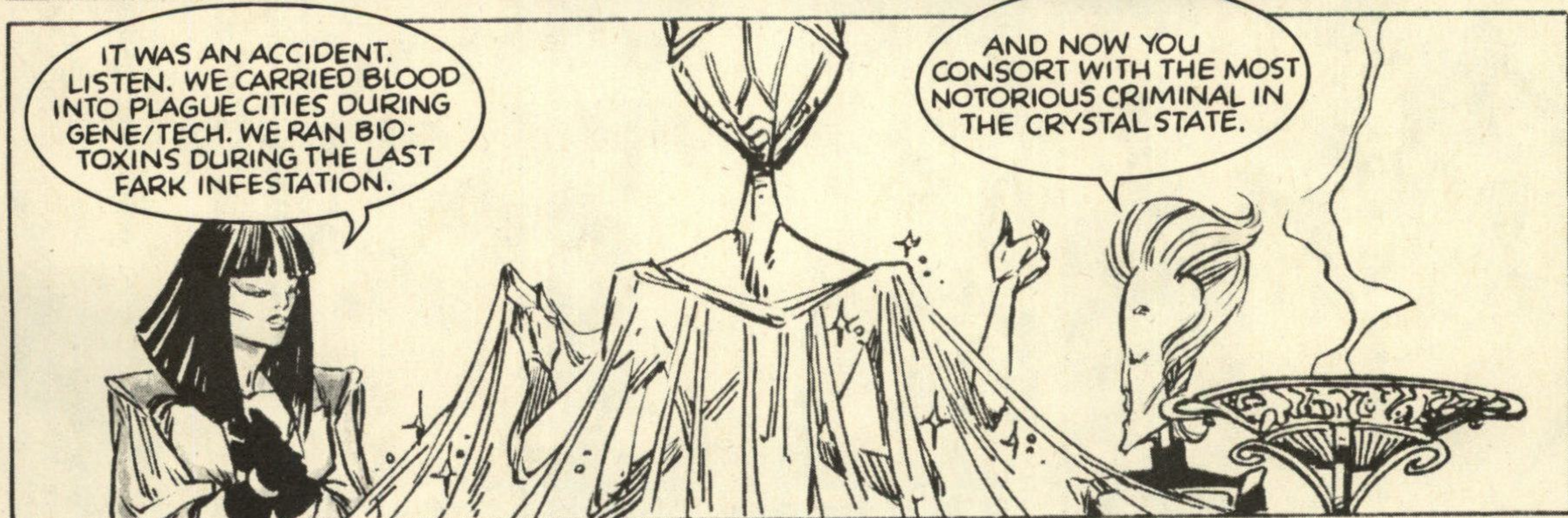
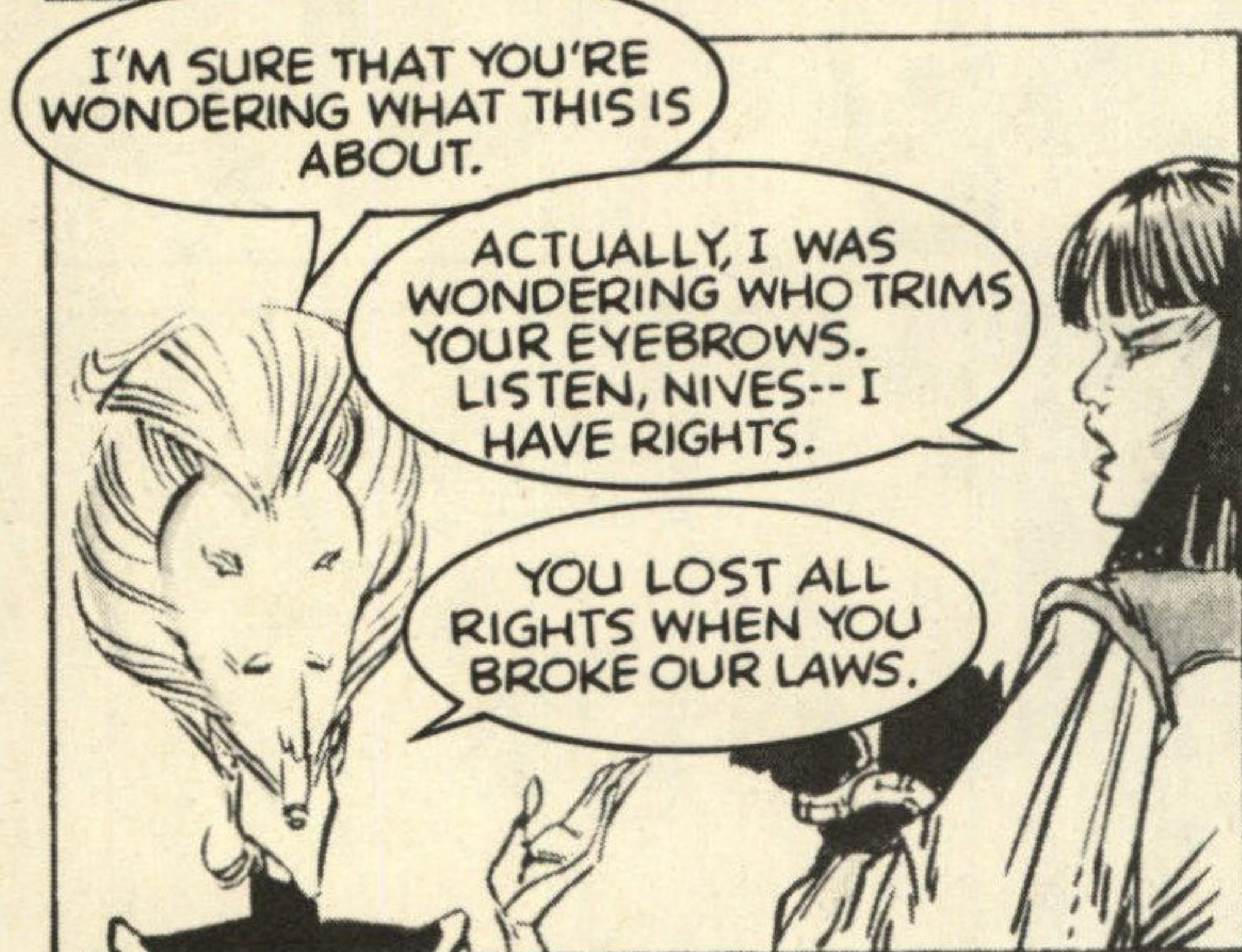
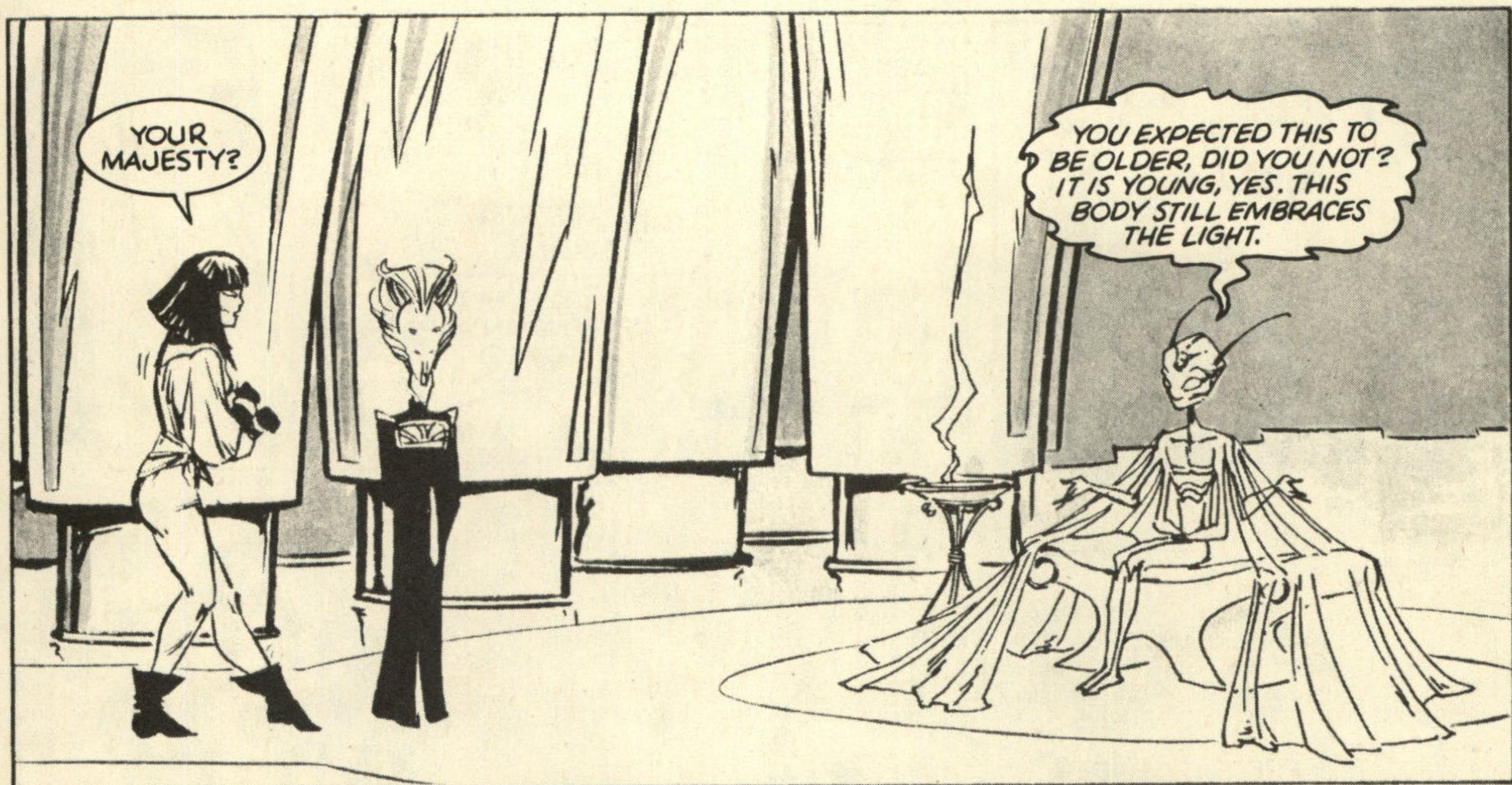
MY HEAD...

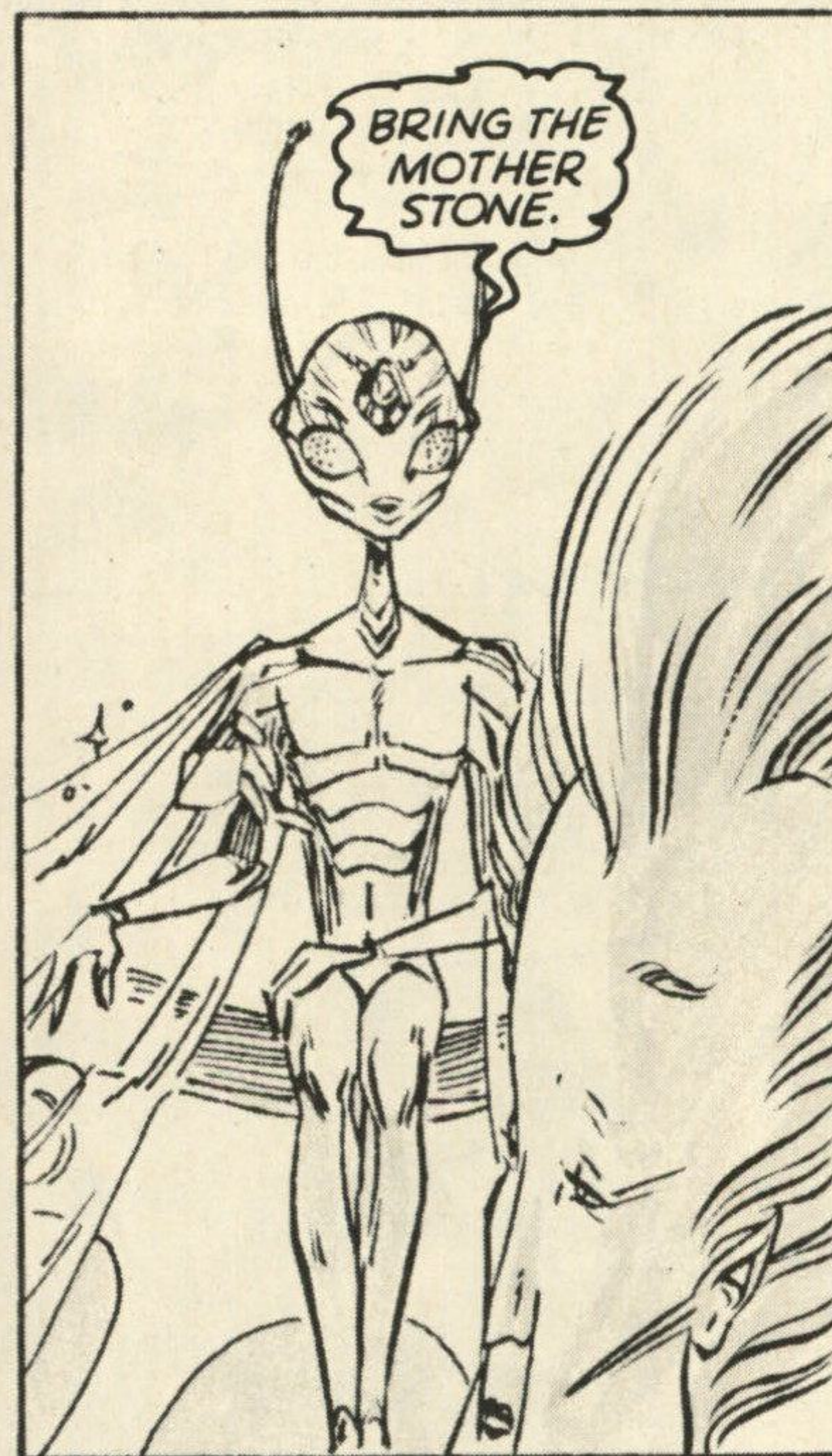
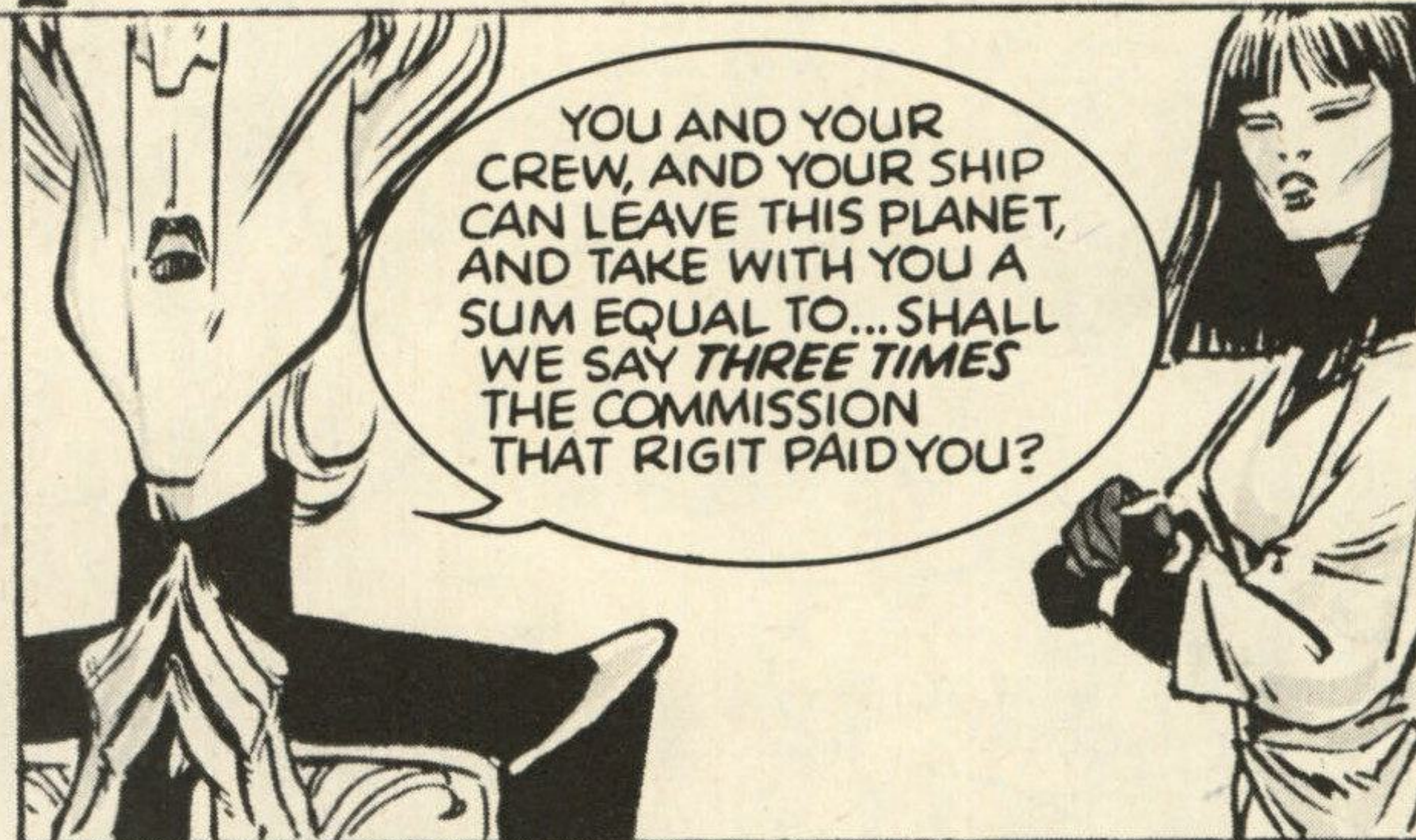
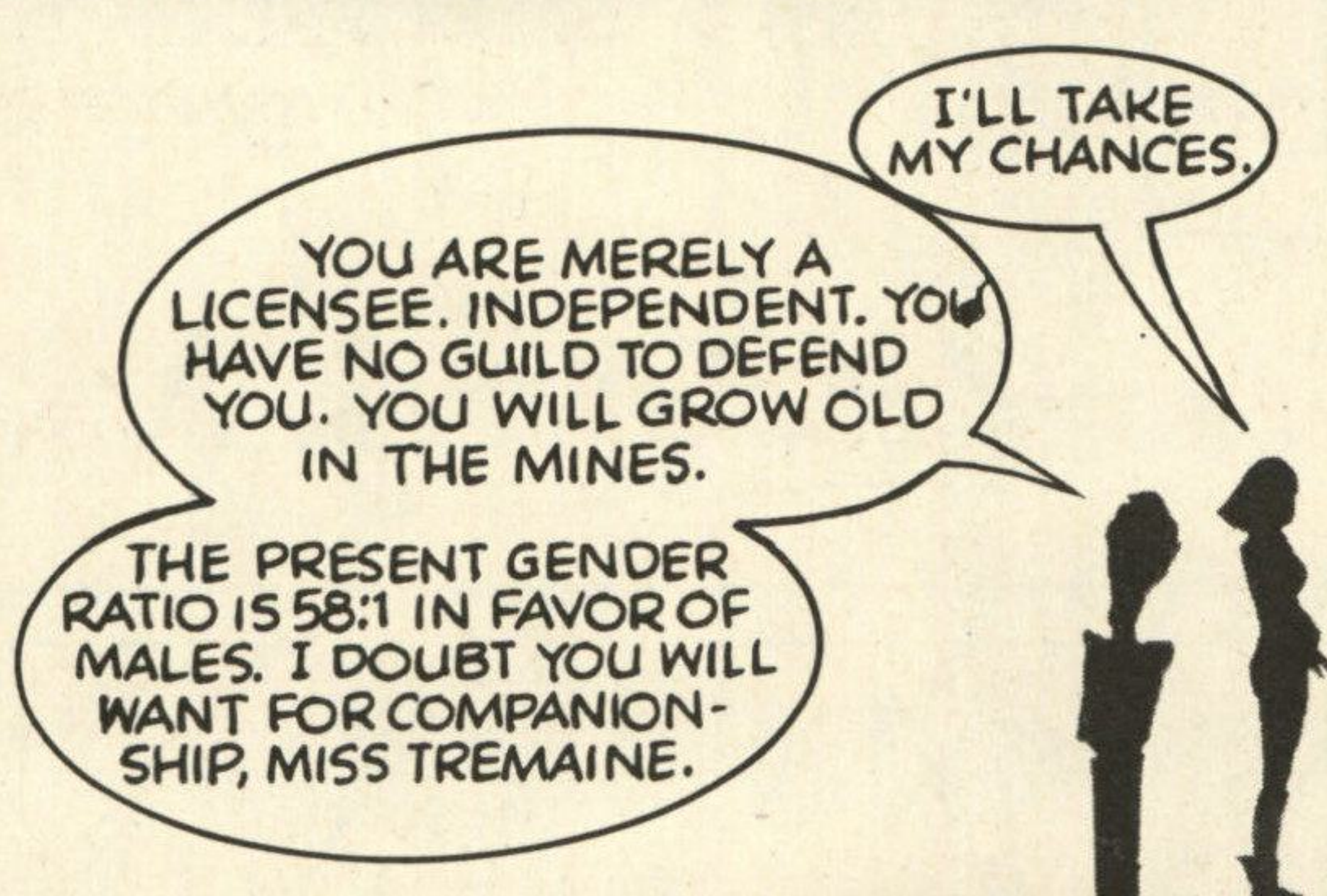
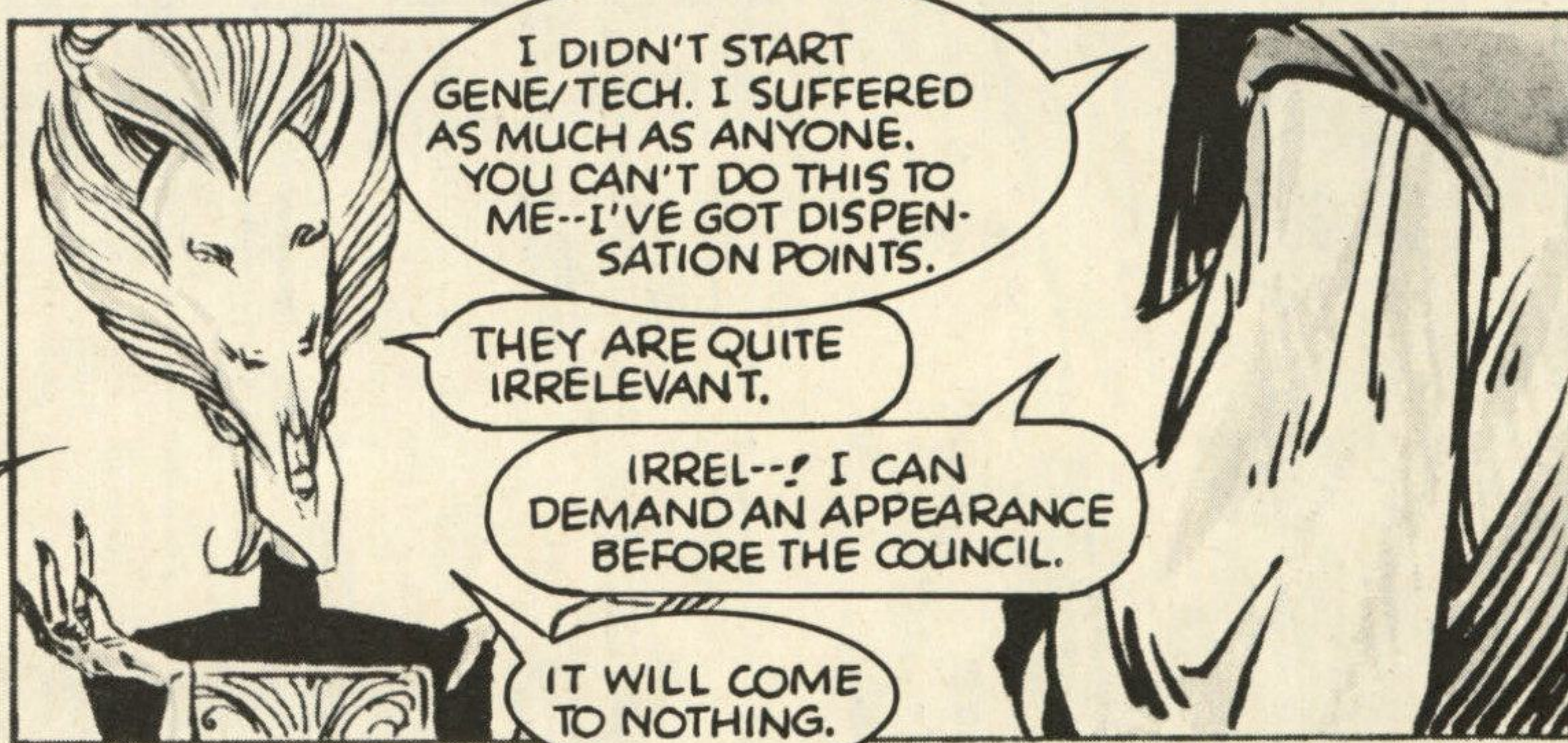


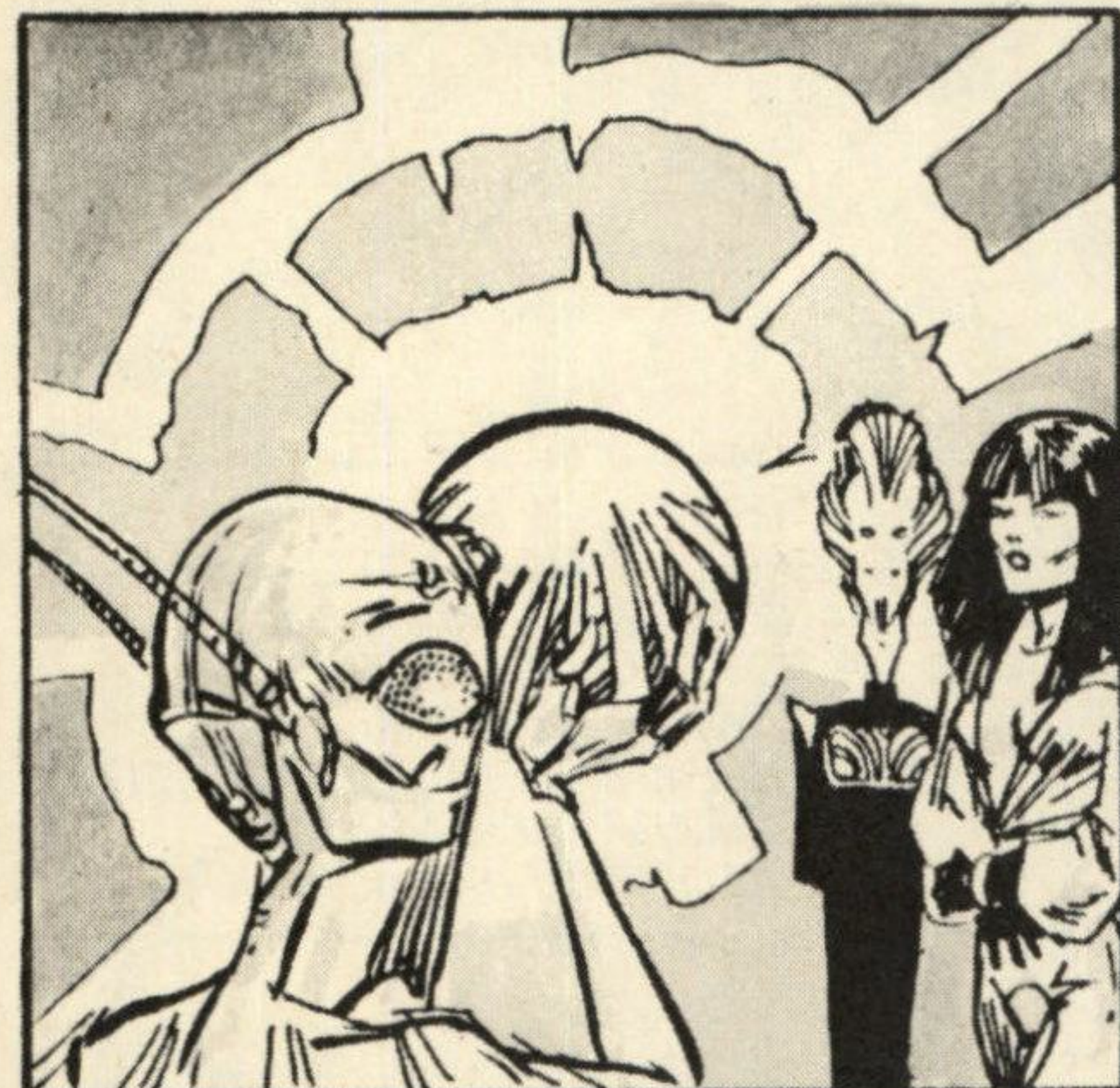
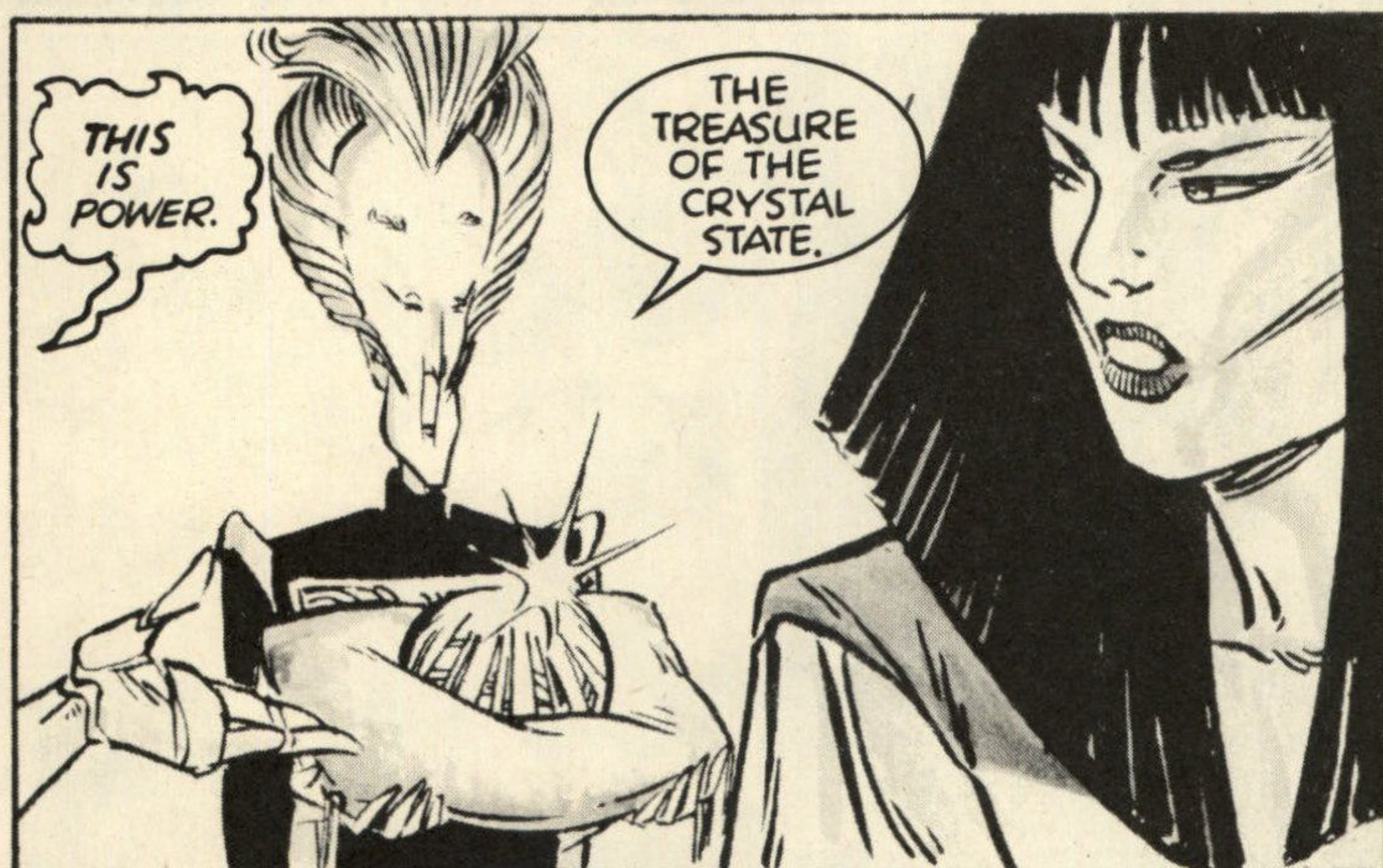
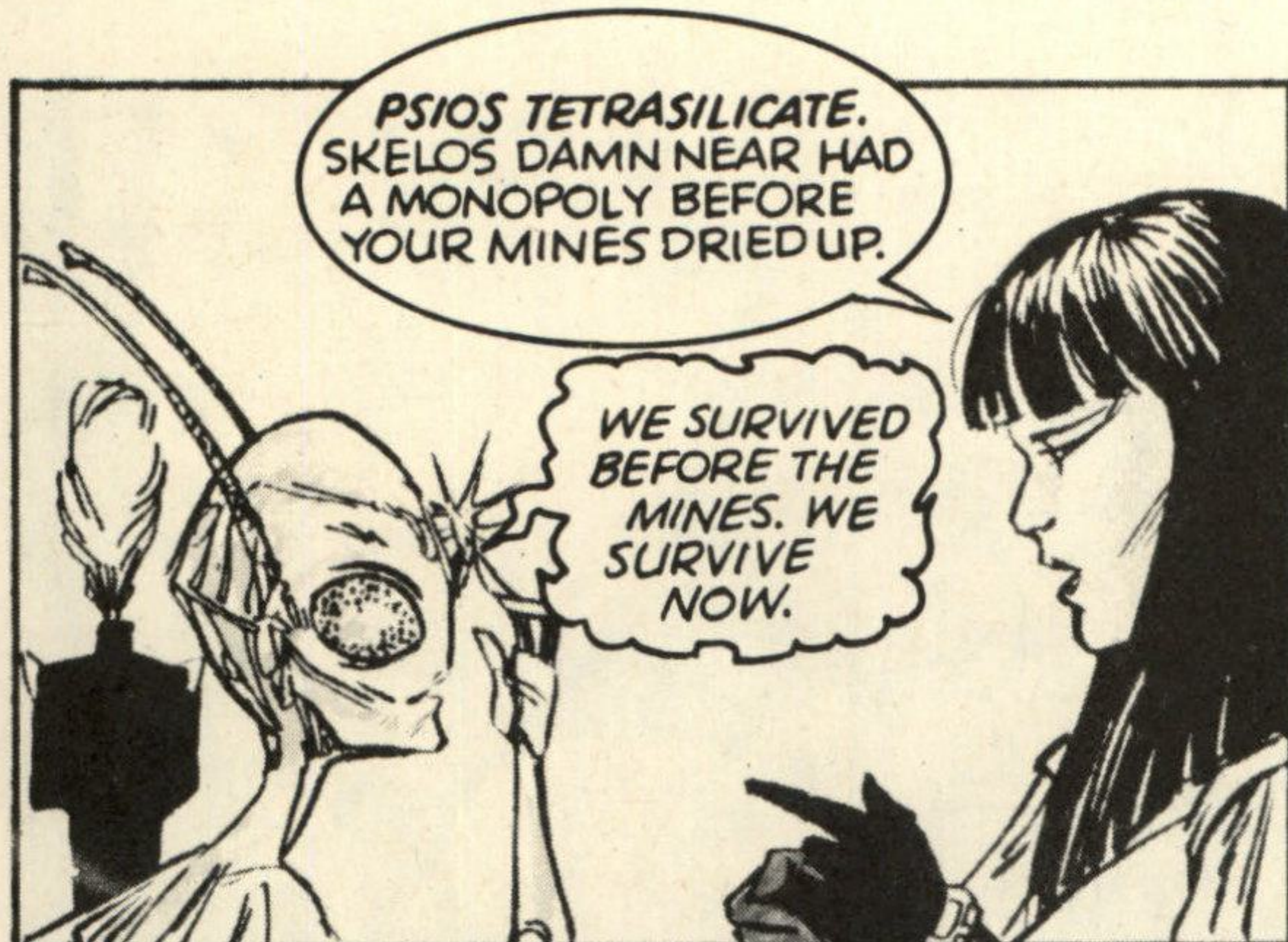


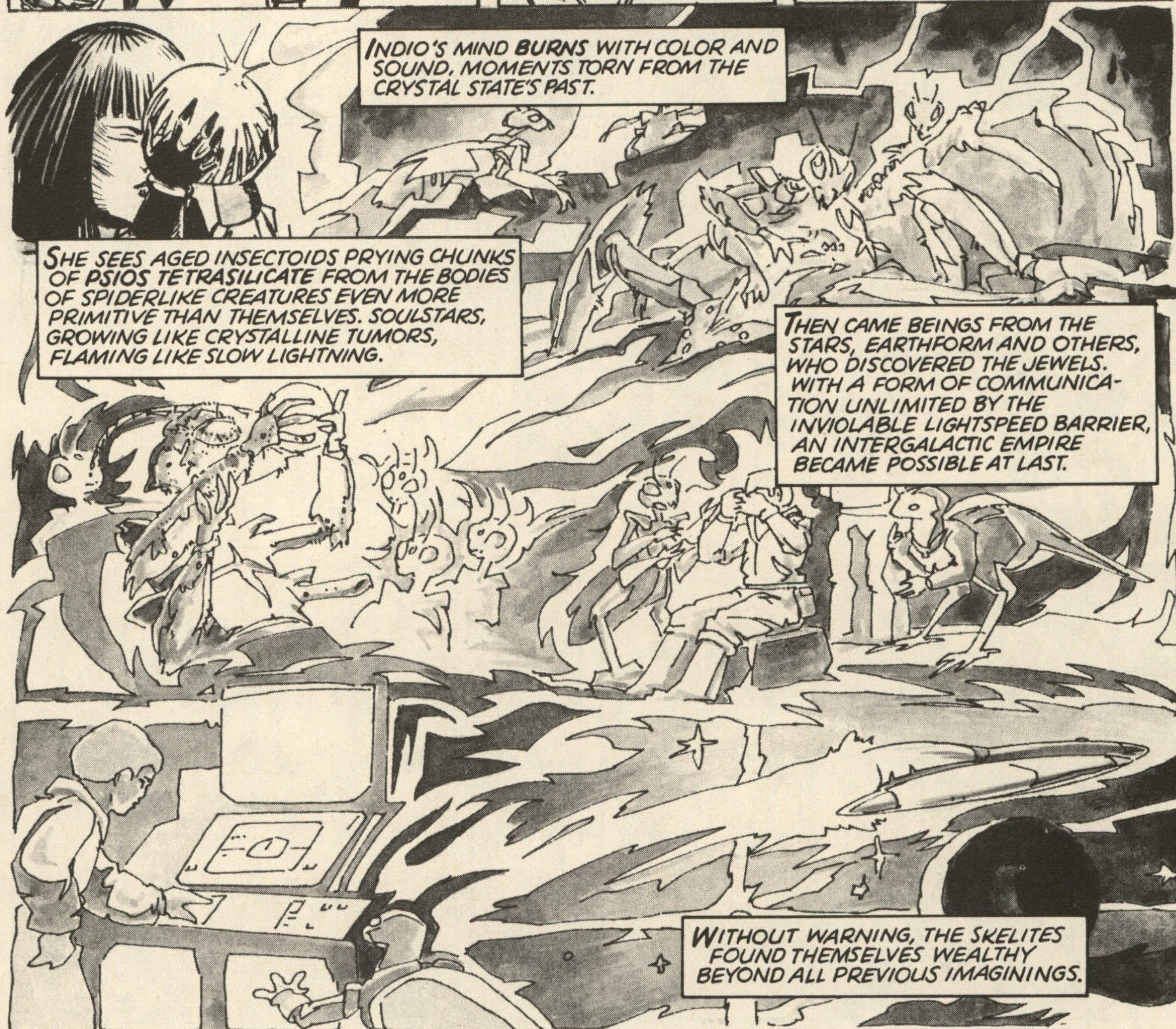
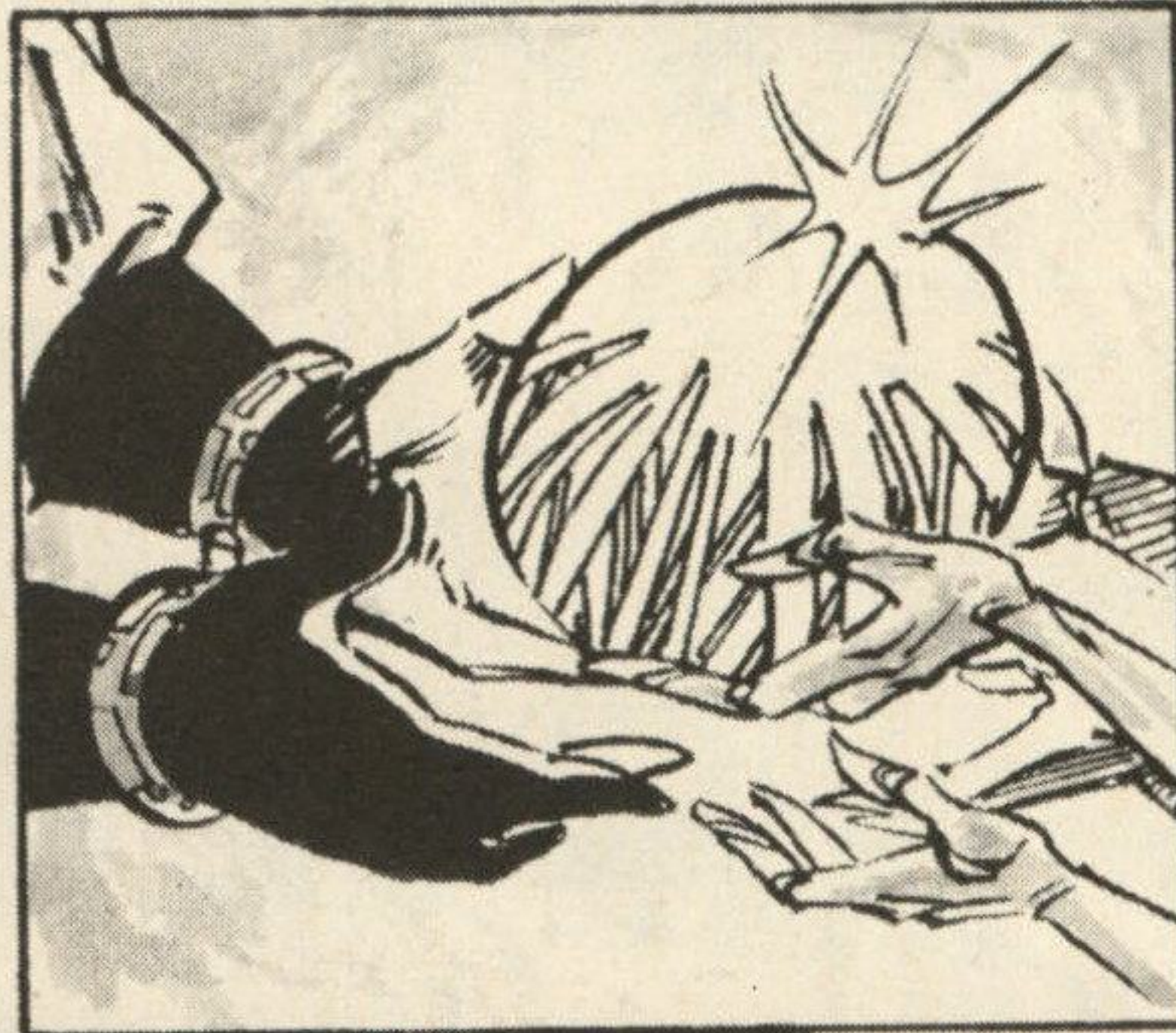
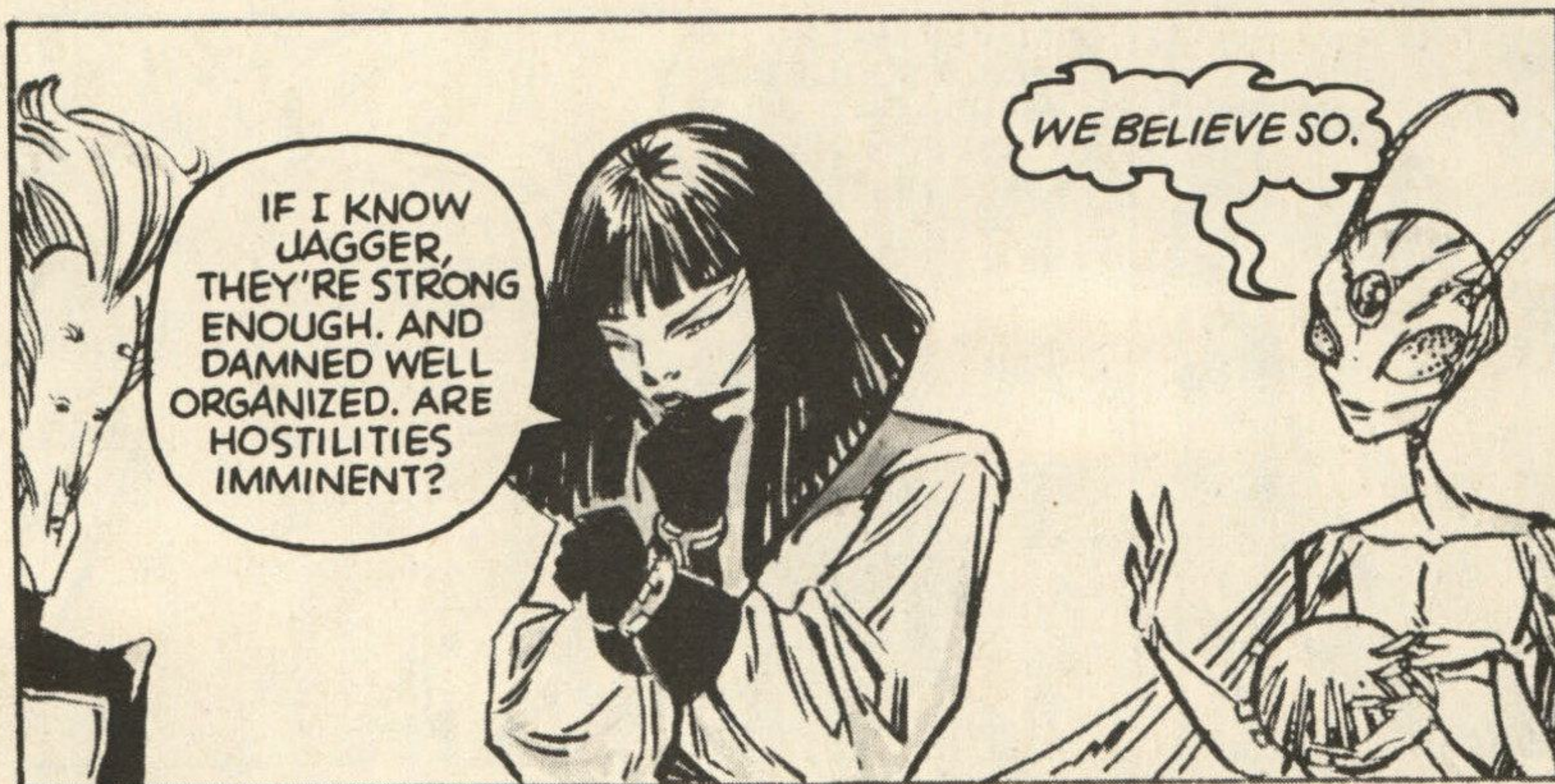


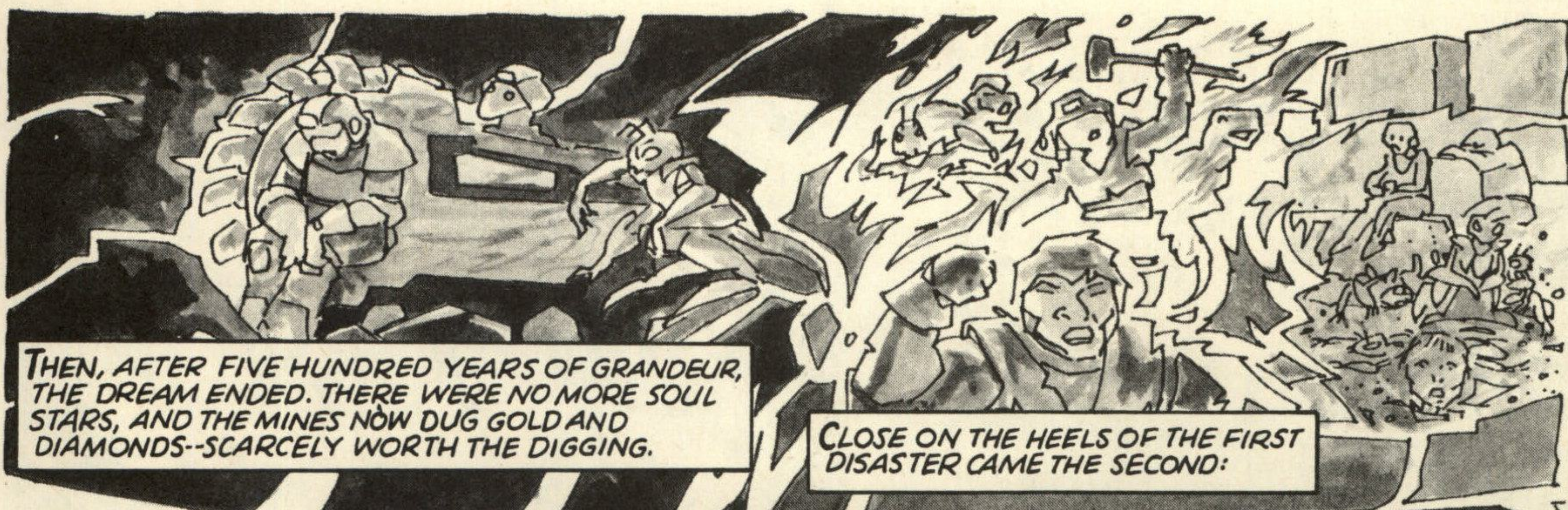






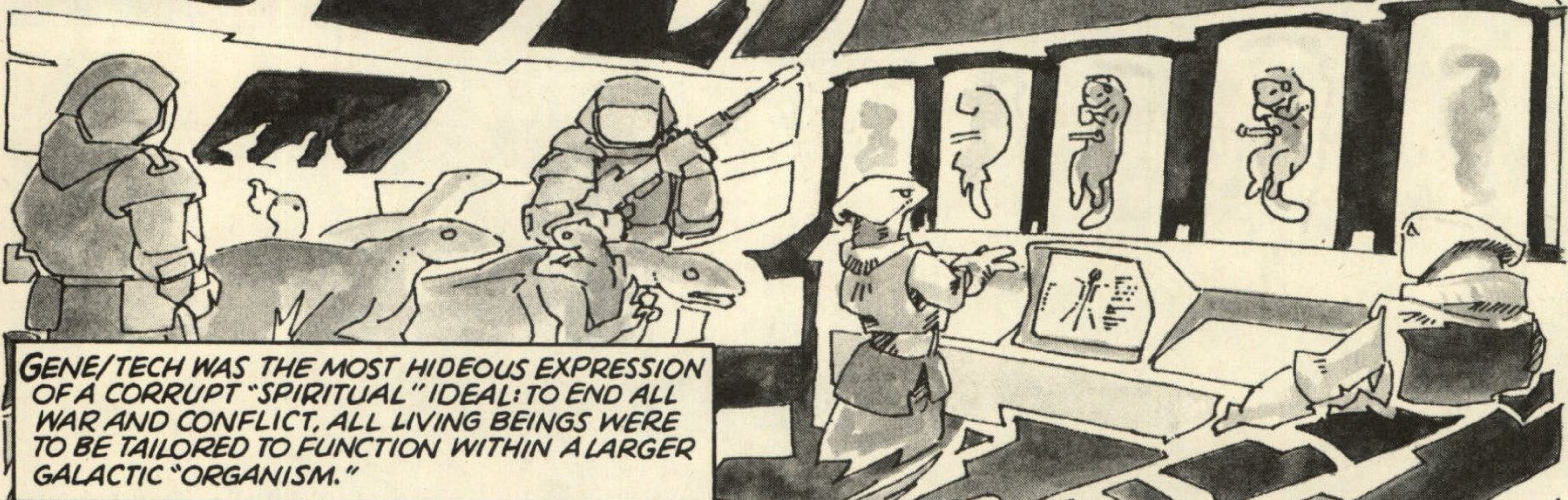




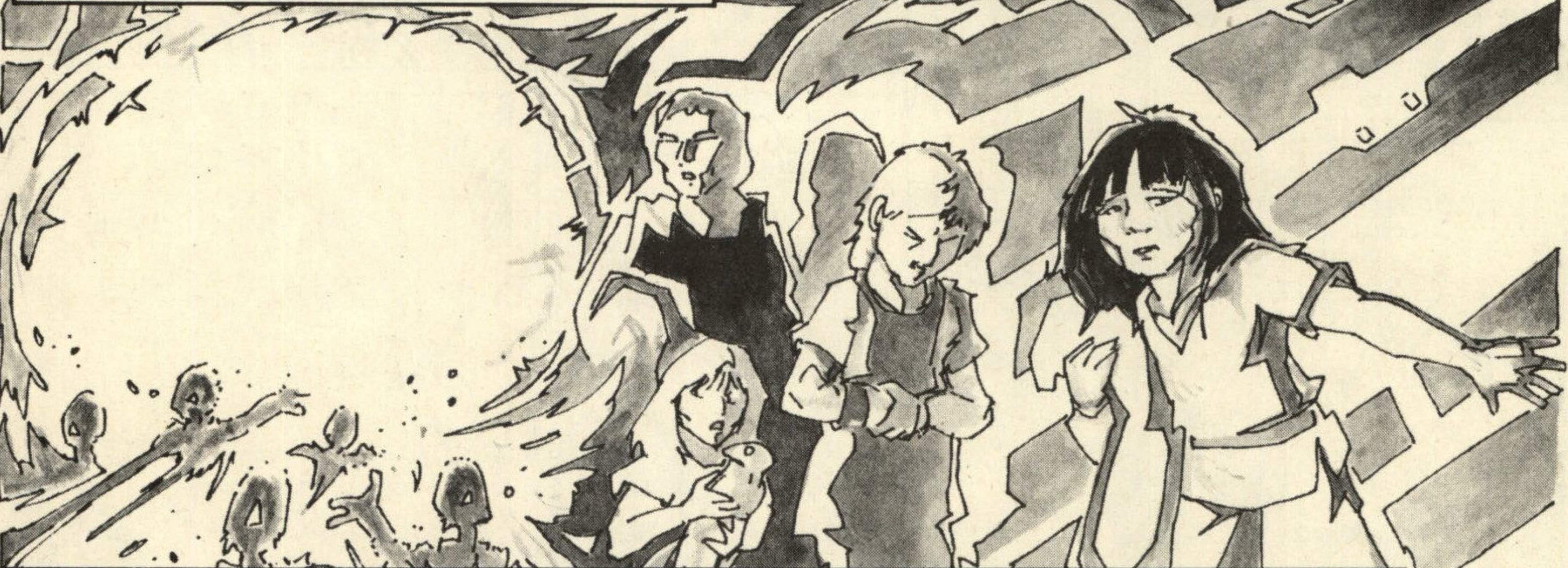


THEN, AFTER FIVE HUNDRED YEARS OF GRANDEUR, THE DREAM ENDED. THERE WERE NO MORE SOUL STARS, AND THE MINES NOW DUG GOLD AND DIAMONDS--SCARCELY WORTH THE DIGGING.

CLOSE ON THE HEELS OF THE FIRST DISASTER CAME THE SECOND:



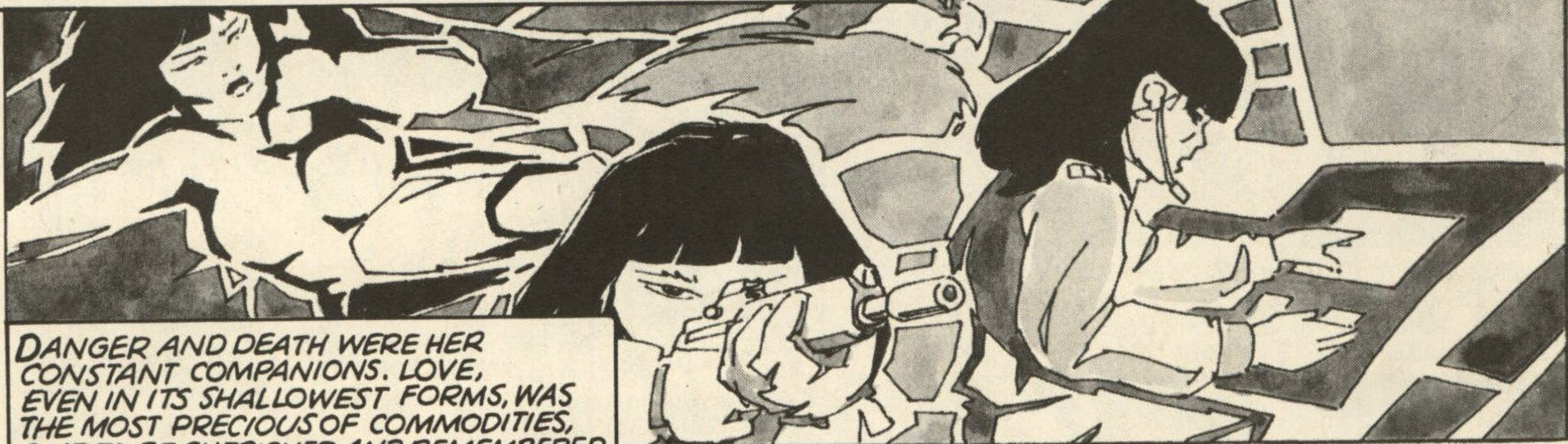
GENE/TECH WAS THE MOST HIDEOUS EXPRESSION OF A CORRUPT "SPIRITUAL" IDEAL: TO END ALL WAR AND CONFLICT, ALL LIVING BEINGS WERE TO BE TAILORED TO FUNCTION WITHIN A LARGER GALACTIC "ORGANISM."



AND WHEN THE INEVITABLE REVOLT CAME, THE DESTRUCTION GREW BEYOND ALL RATIONAL LIMITS. BILLIONS DIED, EVEN MORE WERE DRIVEN FROM THEIR HOMES BY FEAR AND HUNGER. AND AMONG THOSE HOMELESS, HERDED REFUGEES WAS A SMALL GIRL. ORPHANED BY GENE/TECH, GROWING TO WOMANHOOD, STRUGGLING TO PRESERVE HER SOUL IN THE MIDDLE OF A LIVING HELL.



SHE DID GROW, AND THRIVED BY MASTERING THE VIOLENCE THAT THREATENED TO SWALLOW HER WORLD. SHE THRIVED-- AS SMUGGLER, SOLDIER, BODYGUARD...



DANGER AND DEATH WERE HER CONSTANT COMPANIONS. LOVE, EVEN IN ITS SHALLOWEST FORMS, WAS THE MOST PRECIOUS OF COMMODITIES, ONE TO BE CHERISHED AND REMEMBERED.



HOPE, WHISPERING DEFIANCE AGAINST THE ENDLESS, DEAFENING SCREAMS OF THE DYING...



DAMN YOU. DAMN, DAMN YOU. ALL OF YOU...



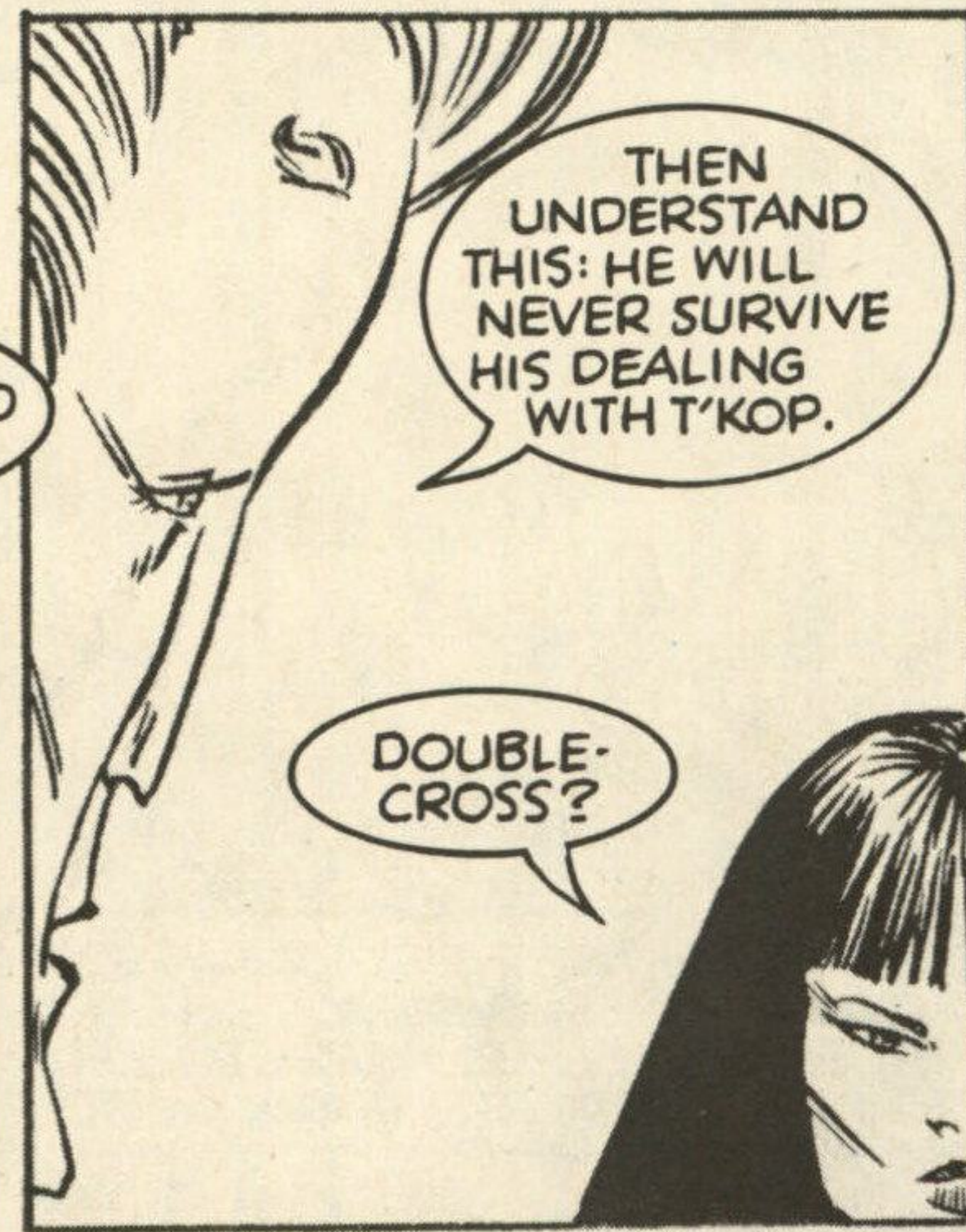
T'KOP WISHES TO UPSET THE BALANCE OF POWER ON SKELOS.

AND JAGGER WORKS FOR HIM? THEN PACK YOUR SOCKS. RAGTAG OR NOT, HE'S THE BEST.



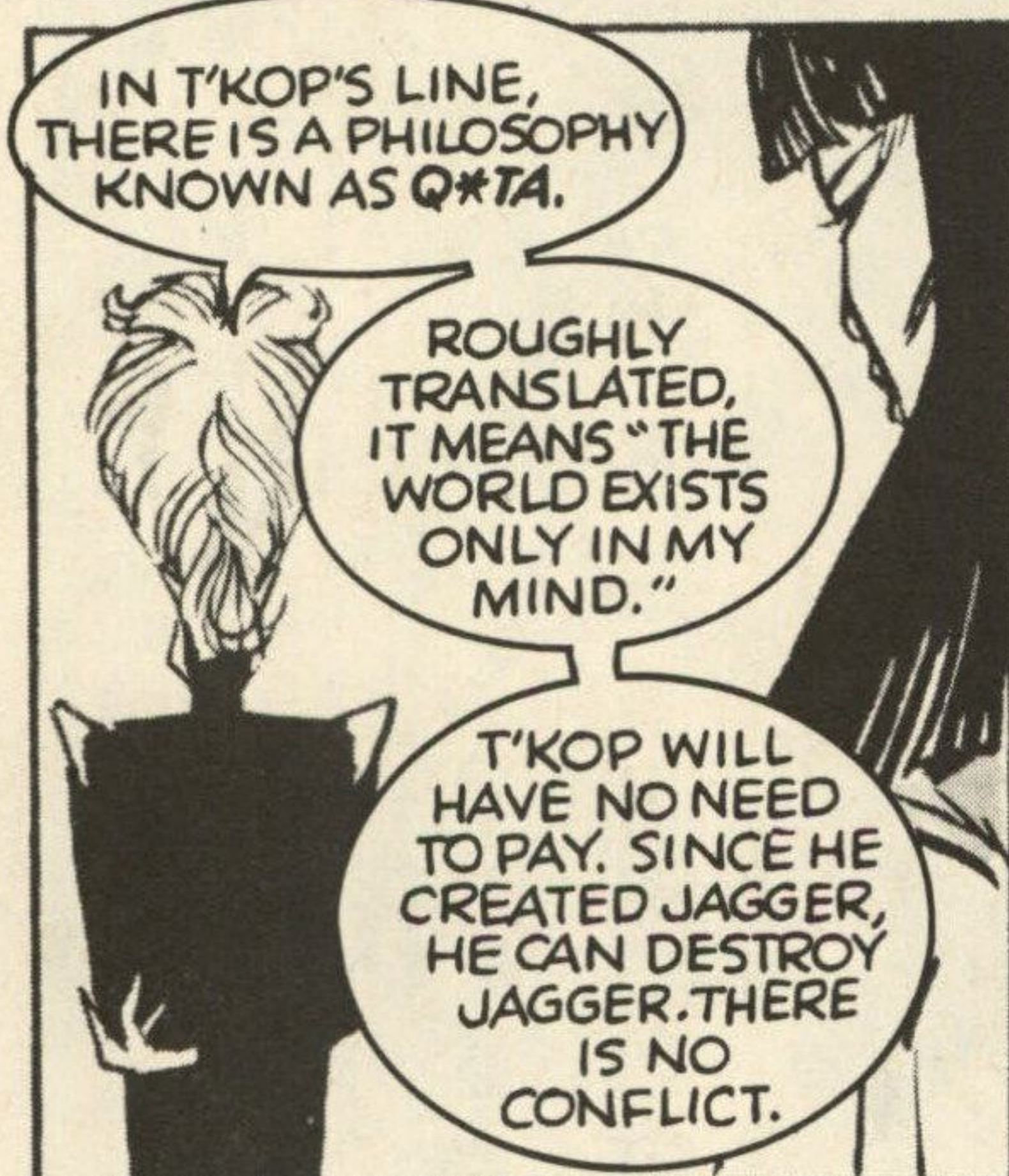
YOU... LOVE HIM?

WE... UNDERSTAND EACH OTHER.



THEN UNDERSTAND THIS: HE WILL NEVER SURVIVE HIS DEALING WITH T'KOP.

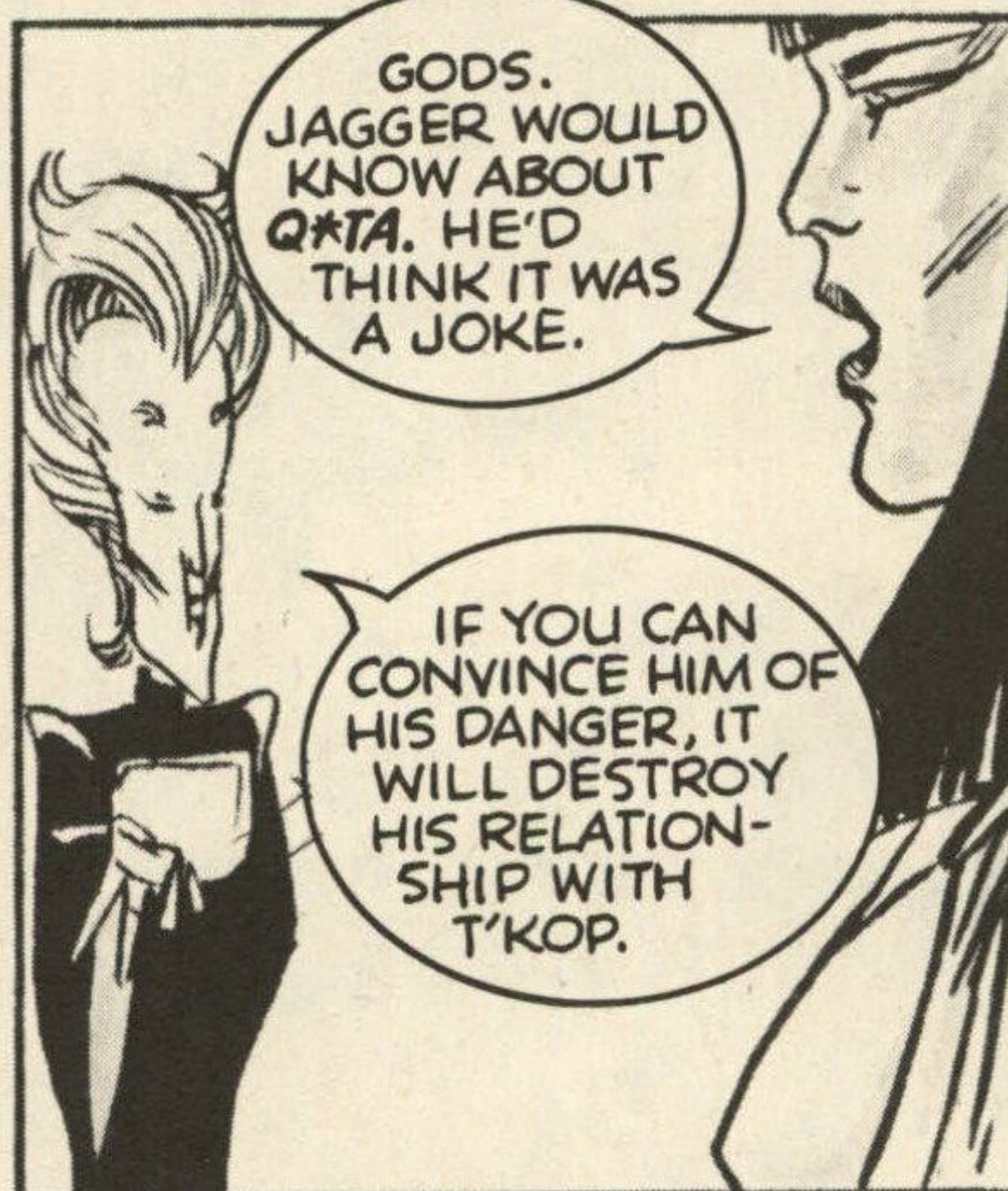
DOUBLE-CROSS?



IN T'KOP'S LINE, THERE IS A PHILOSOPHY KNOWN AS Q*TA.

ROUGHLY TRANSLATED, IT MEANS "THE WORLD EXISTS ONLY IN MY MIND."

T'KOP WILL HAVE NO NEED TO PAY. SINCE HE CREATED JAGGER, HE CAN DESTROY JAGGER. THERE IS NO CONFLICT.

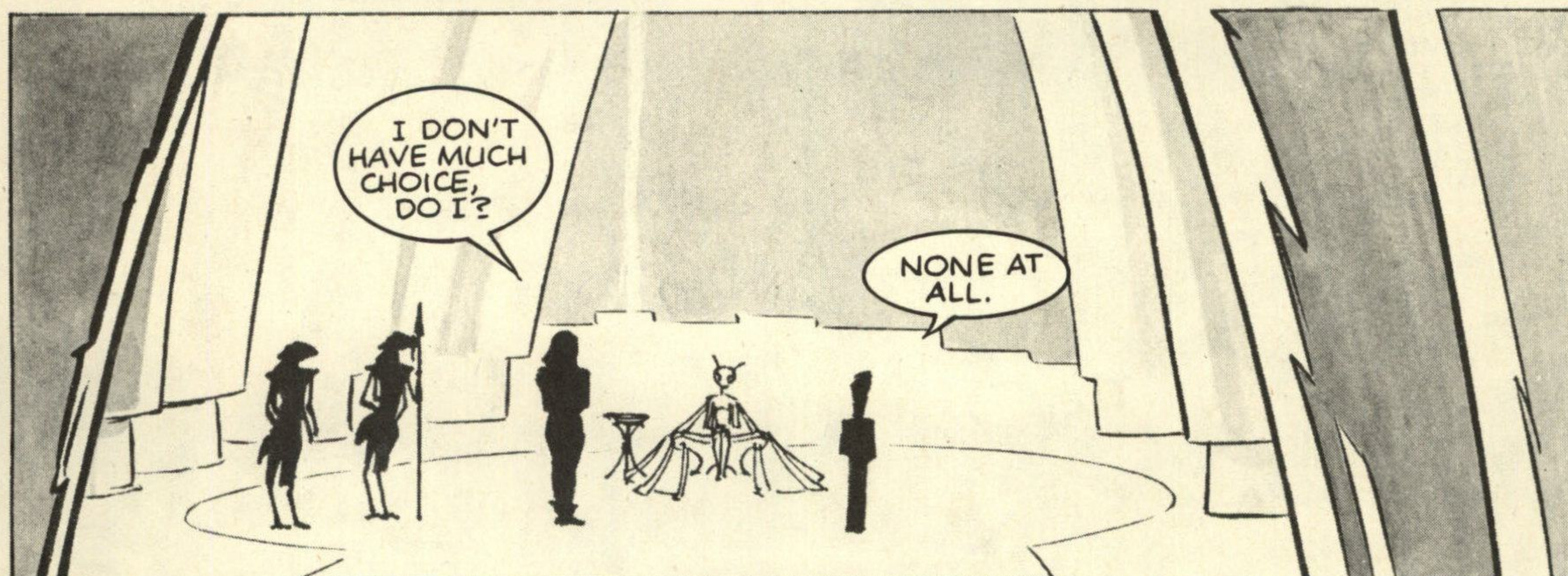
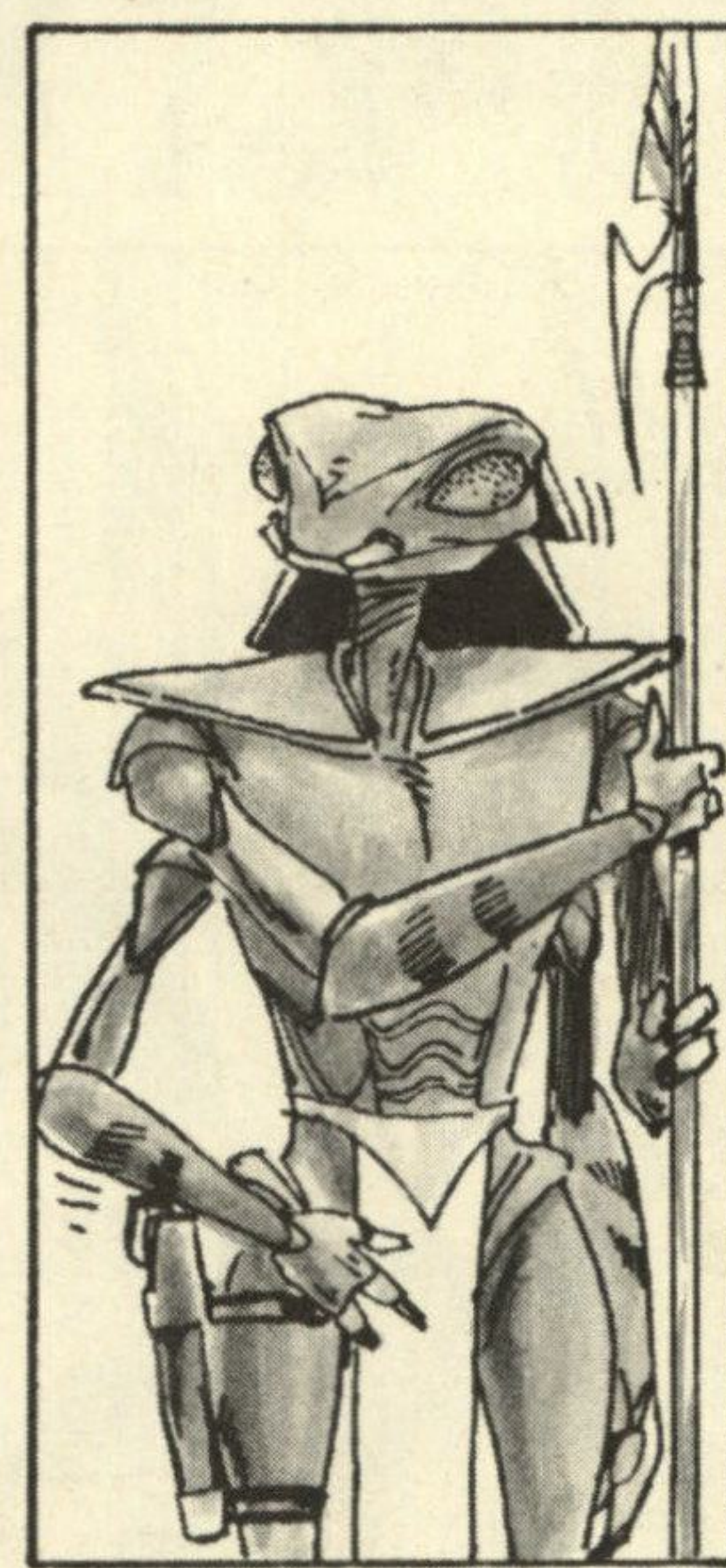
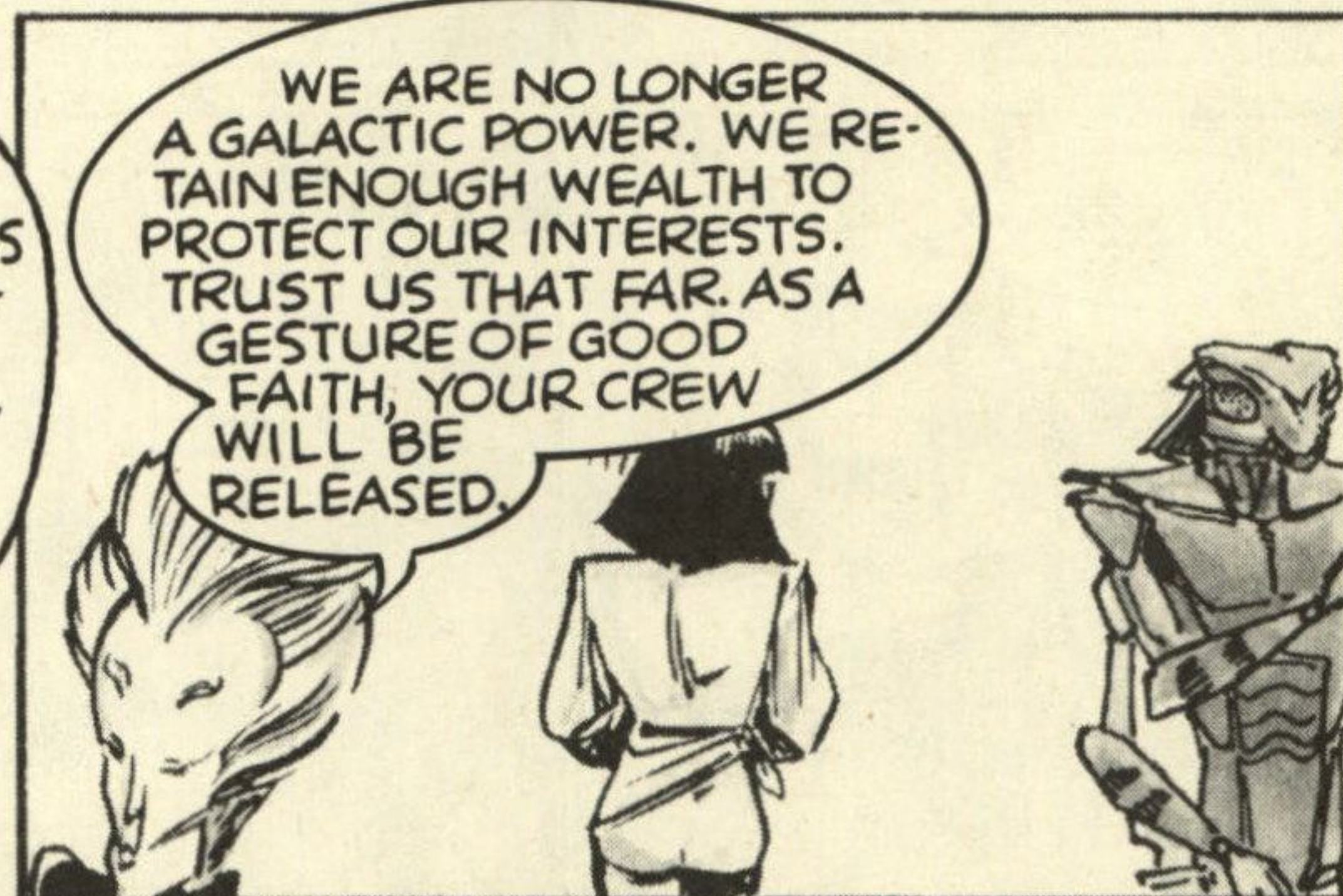
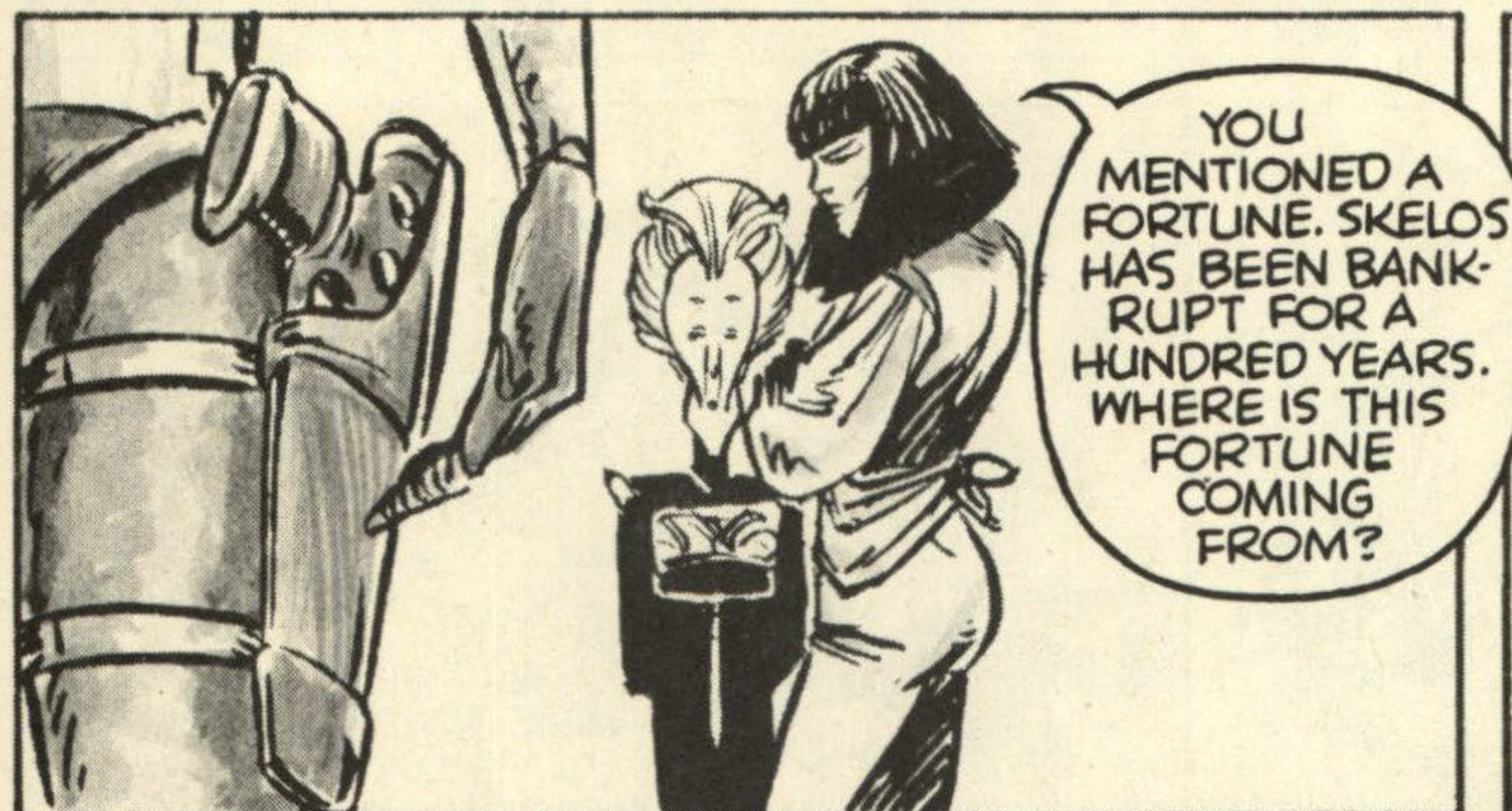
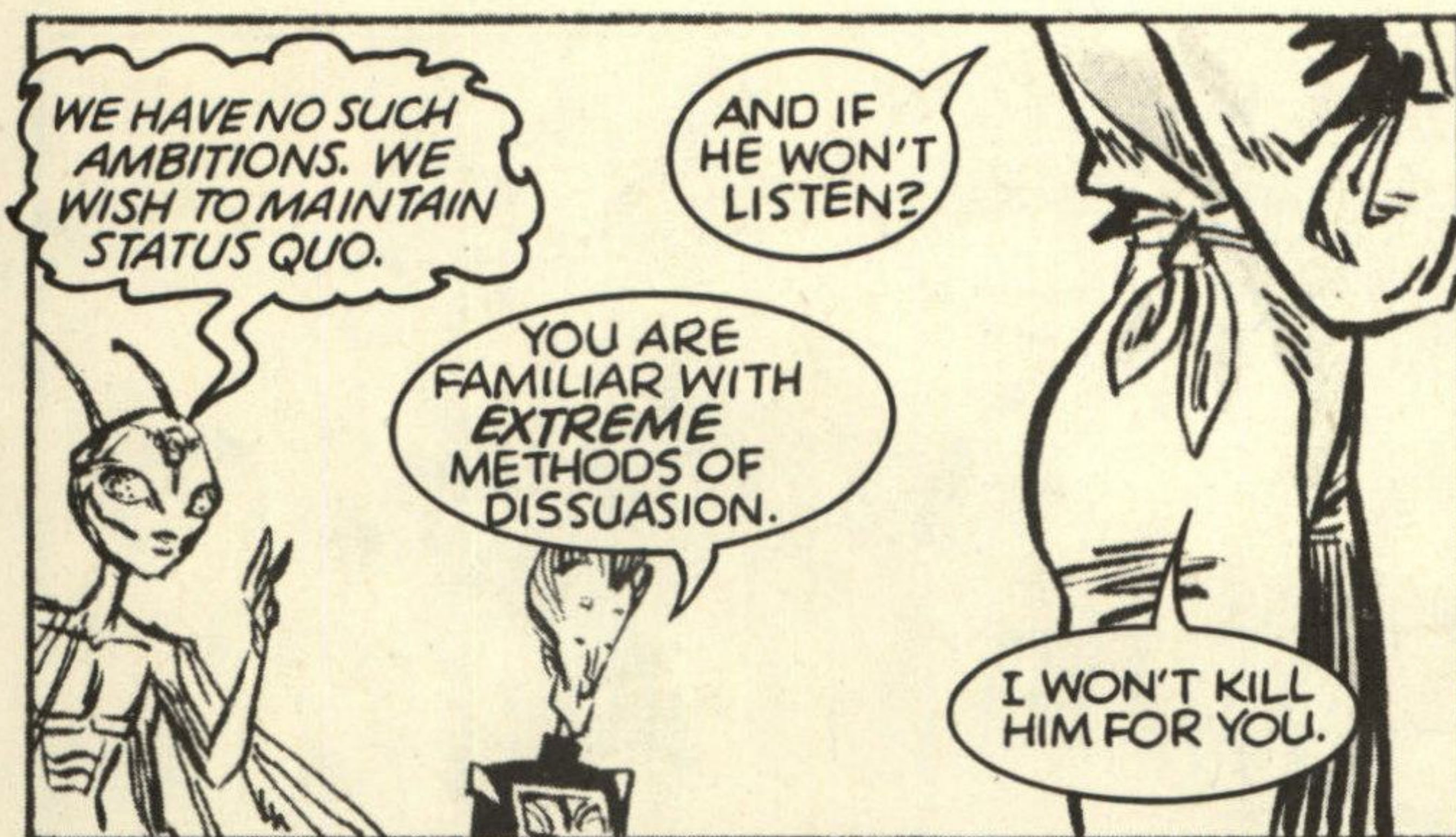


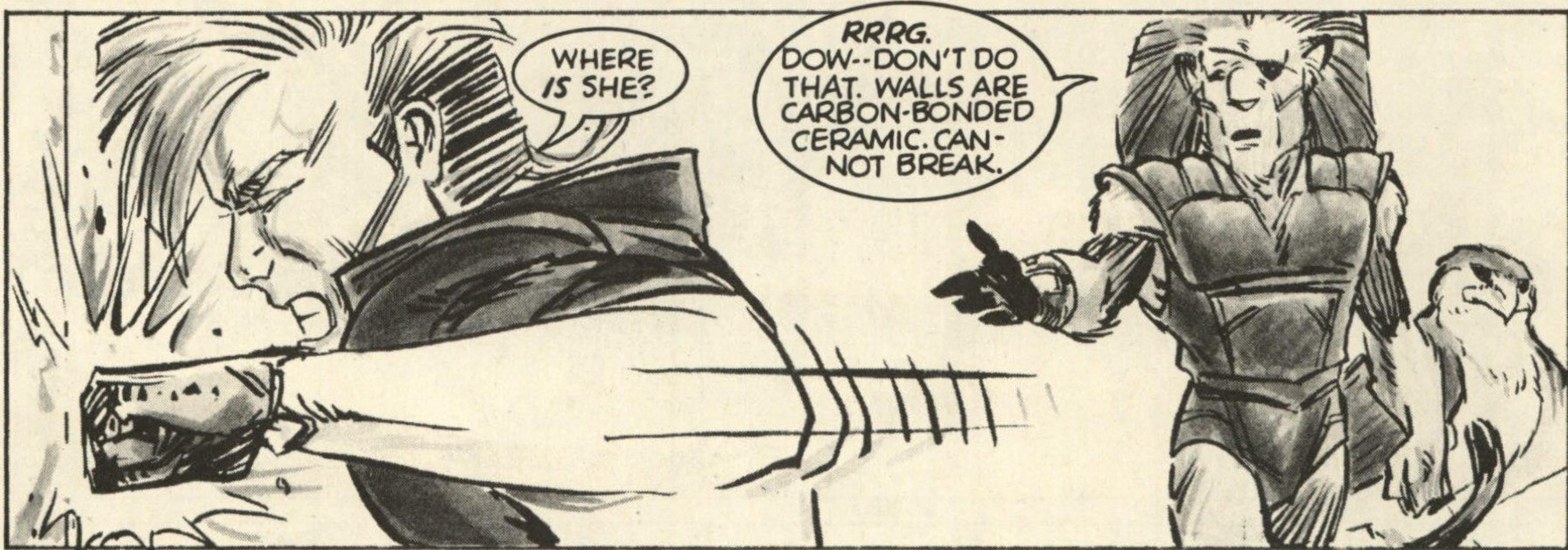
GODS. JAGGER WOULD KNOW ABOUT Q*TA. HE'D THINK IT WAS A JOKE.

IF YOU CAN CONVINCE HIM OF HIS DANGER, IT WILL DESTROY HIS RELATIONSHIP WITH T'KOP.



SO THAT YOU CAN HIRE HIM, I SUPPOSE.





WHERE IS SHE?

RRRG. DOW--DON'T DO THAT. WALLS ARE CARBON-BONDED CERAMIC. CAN-NOT BREAK.



WHERE IS SHE?

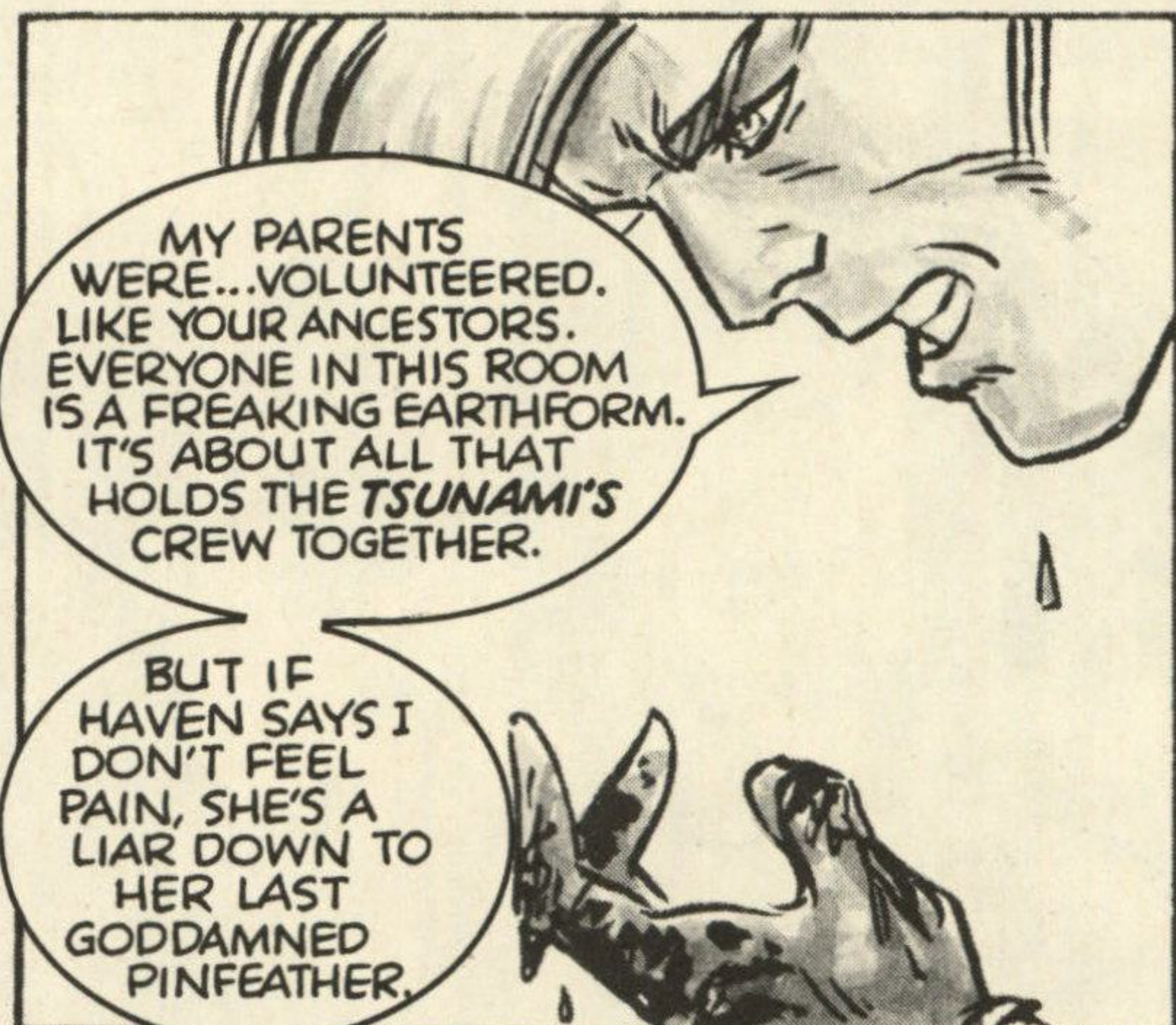
HE'S BIO-CYBERCYTEC. IT WILL HEAL.



NOTHING HURTS HIM. THAT'S WHY HE GETS US INTO FARKDROPPINGS OVER AND OVER. NEVER LEARNS.



YOU ACTUALLY LET THEM PUT CYBER-CYTES IN YOU?RRRGH. NOT RIGHT. NOT NORMAL.



MY PARENTS WERE...VOLUNTEERED. LIKE YOUR ANCESTORS. EVERYONE IN THIS ROOM IS A FREAKING EARTHFORM. IT'S ABOUT ALL THAT HOLDS THE TSUNAMI'S CREW TOGETHER.

BUT IF HAVEN SAYS I DON'T FEEL PAIN, SHE'S A LIAR DOWN TO HER LAST GODDAMNED PINFEATHER.

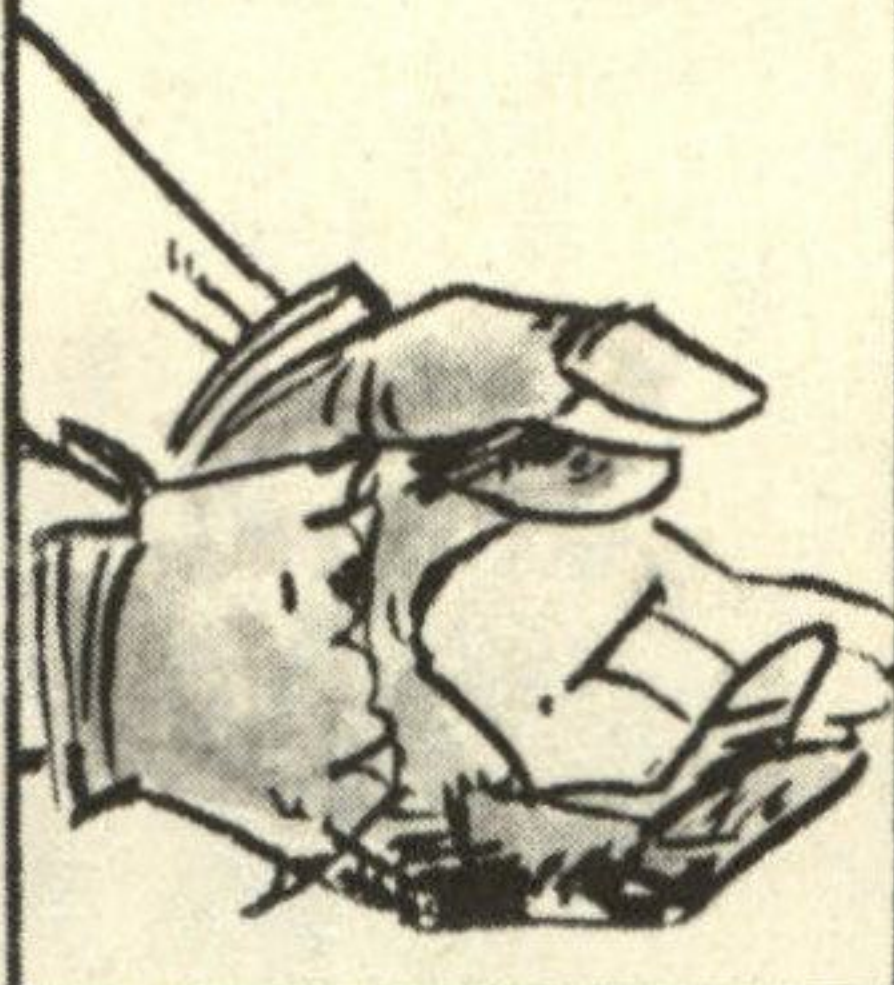


HE LUCKY. BEAUTY TECH. LOST. SELF-REPLIC BIOMECH. PHAGOCYTE, THROMBOPLAST CYBERCELL. DOW HURT. IF HE LIVE, HE HEAL.

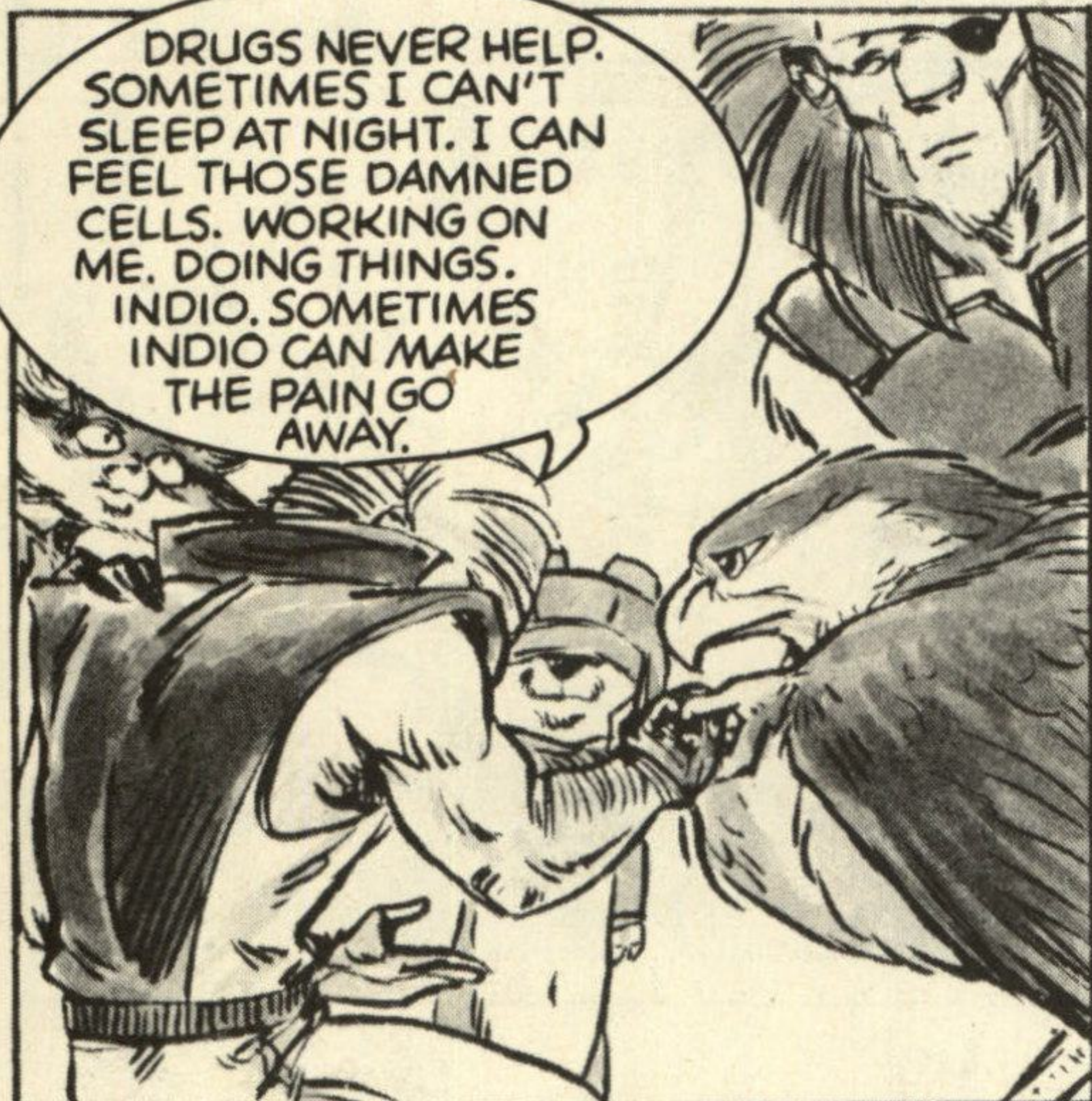


SHE'LL BE BACK, DOW. HOLD ON.

"I DON'T HAVE ANY MEDICINE. ANY TOOLS. I'M SORRY, DOW."



DRUGS NEVER HELP. SOMETIMES I CAN'T SLEEP AT NIGHT. I CAN FEEL THOSE DAMNED CELLS. WORKING ON ME. DOING THINGS. INDIO. SOMETIMES INDIO CAN MAKE THE PAIN GO AWAY.



WHERE IS SHE?

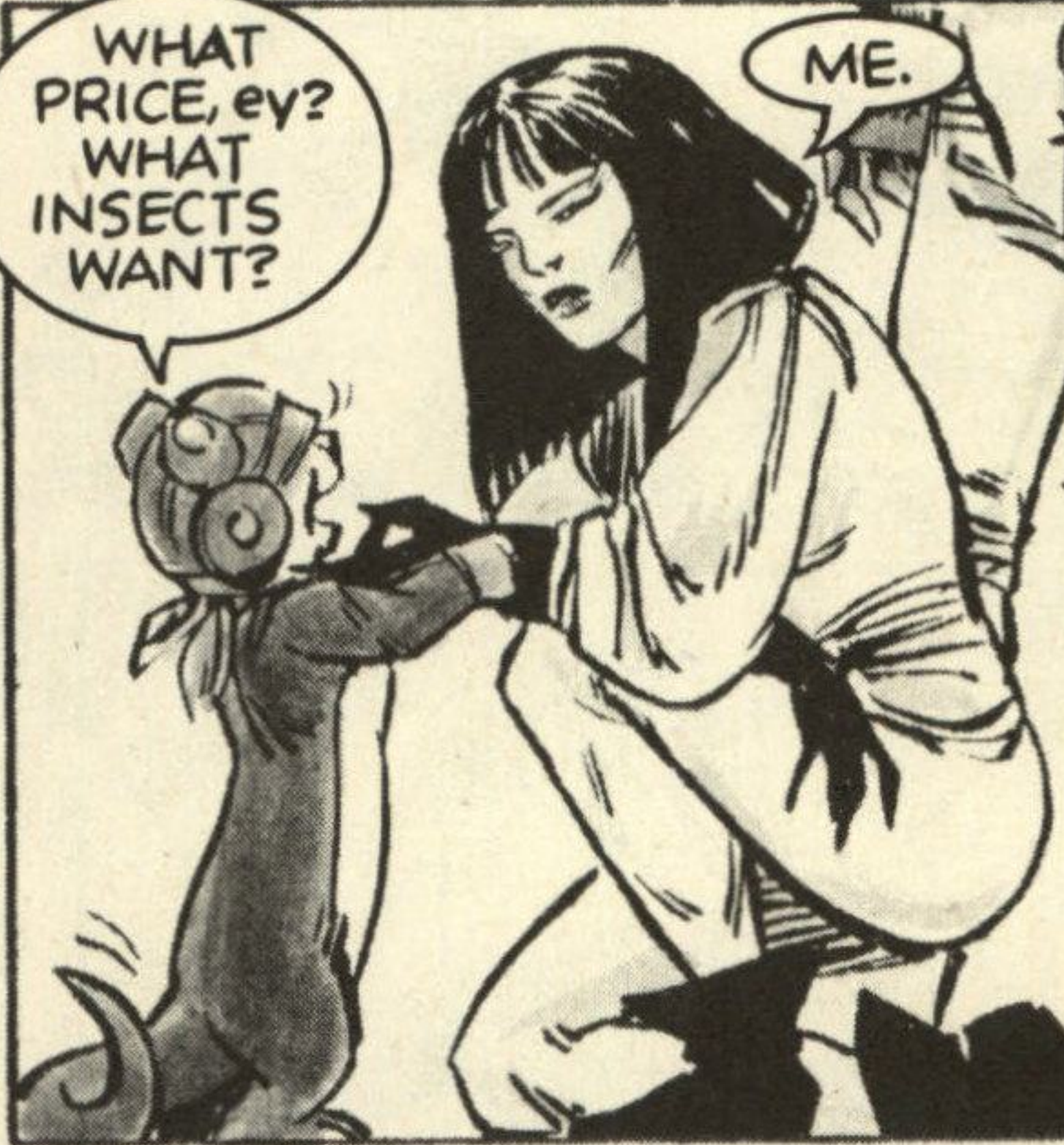


IT'S BAD, ISN'T IT?



IT ISN'T SWEET.

WHAT PRICE, ey? WHAT INSECTS WANT?



ME.

WHAT?

THEY WANT ME TO DO SOME DIRTY WORK FOR THEM.



WHY DIDN'T YOU SAY SO. WE CAN HANDLE WHATEVER THEY...

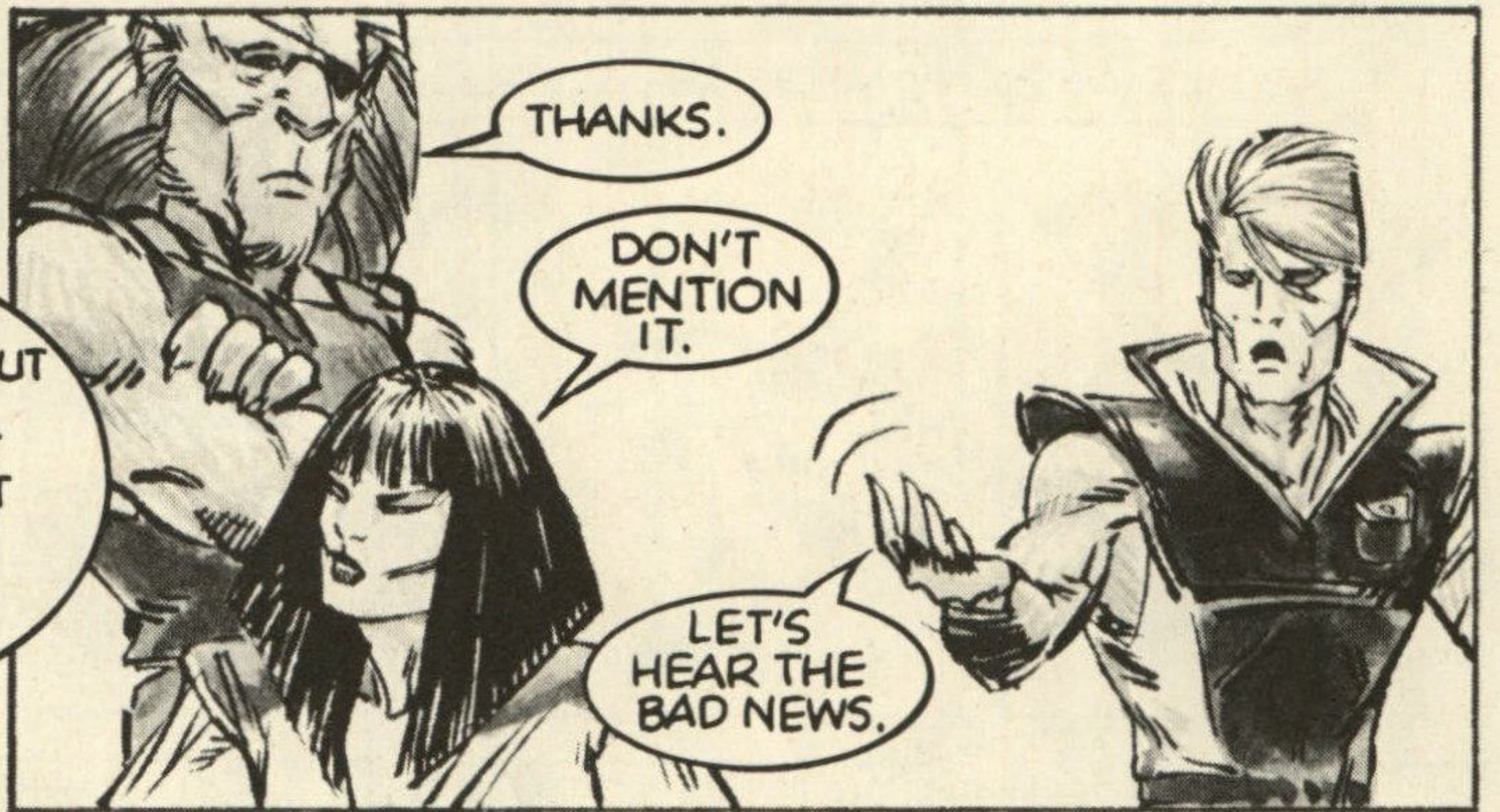


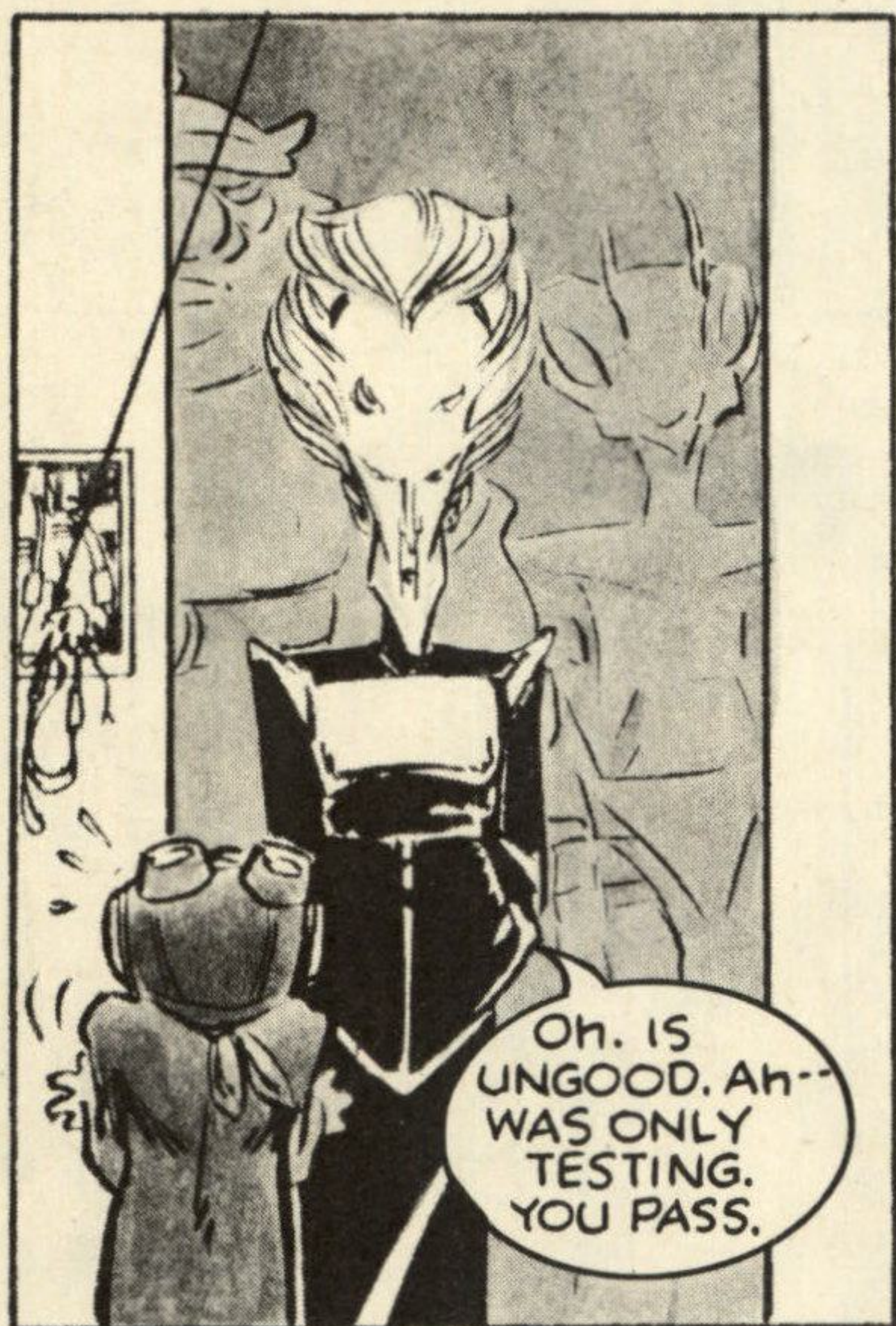
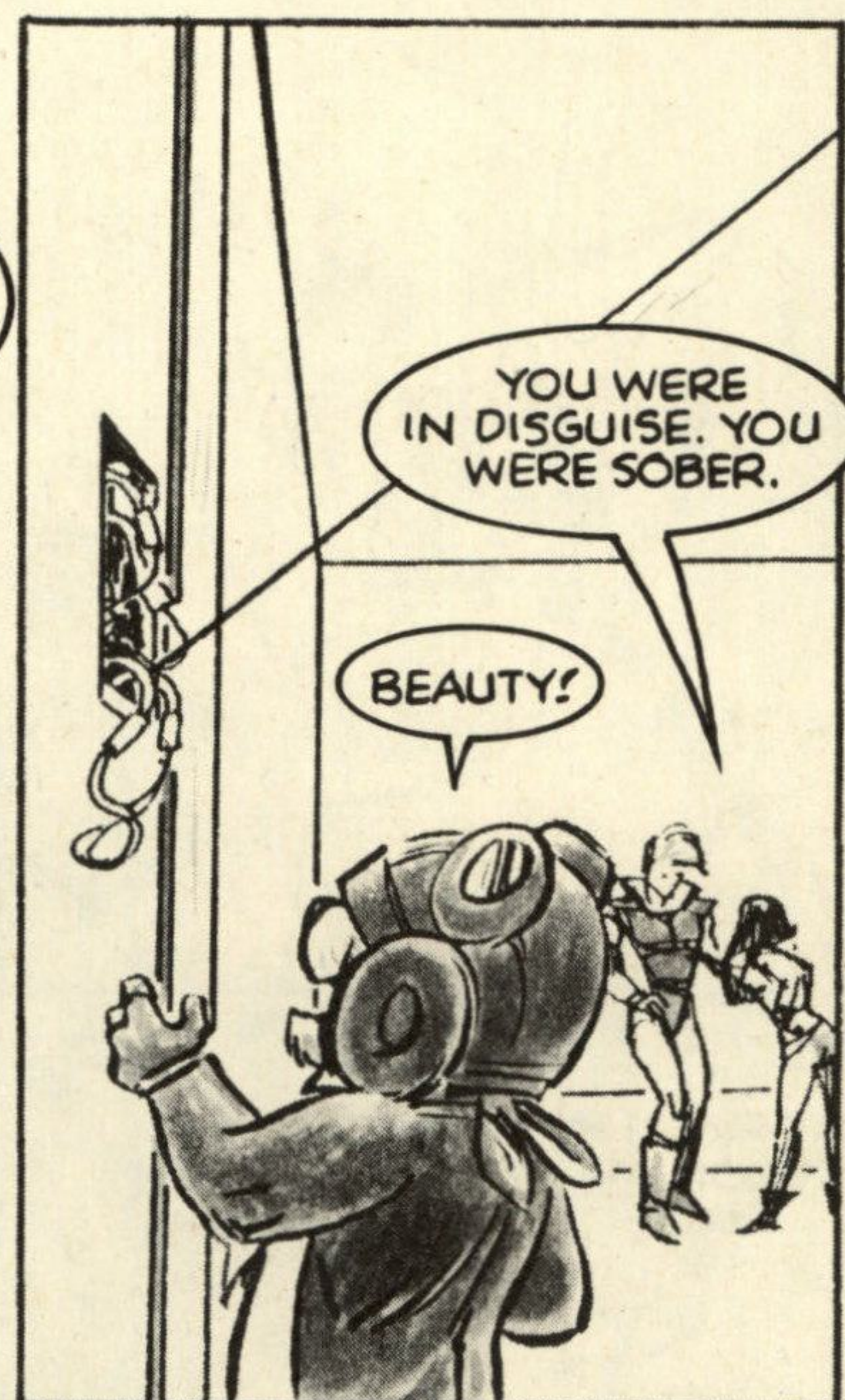
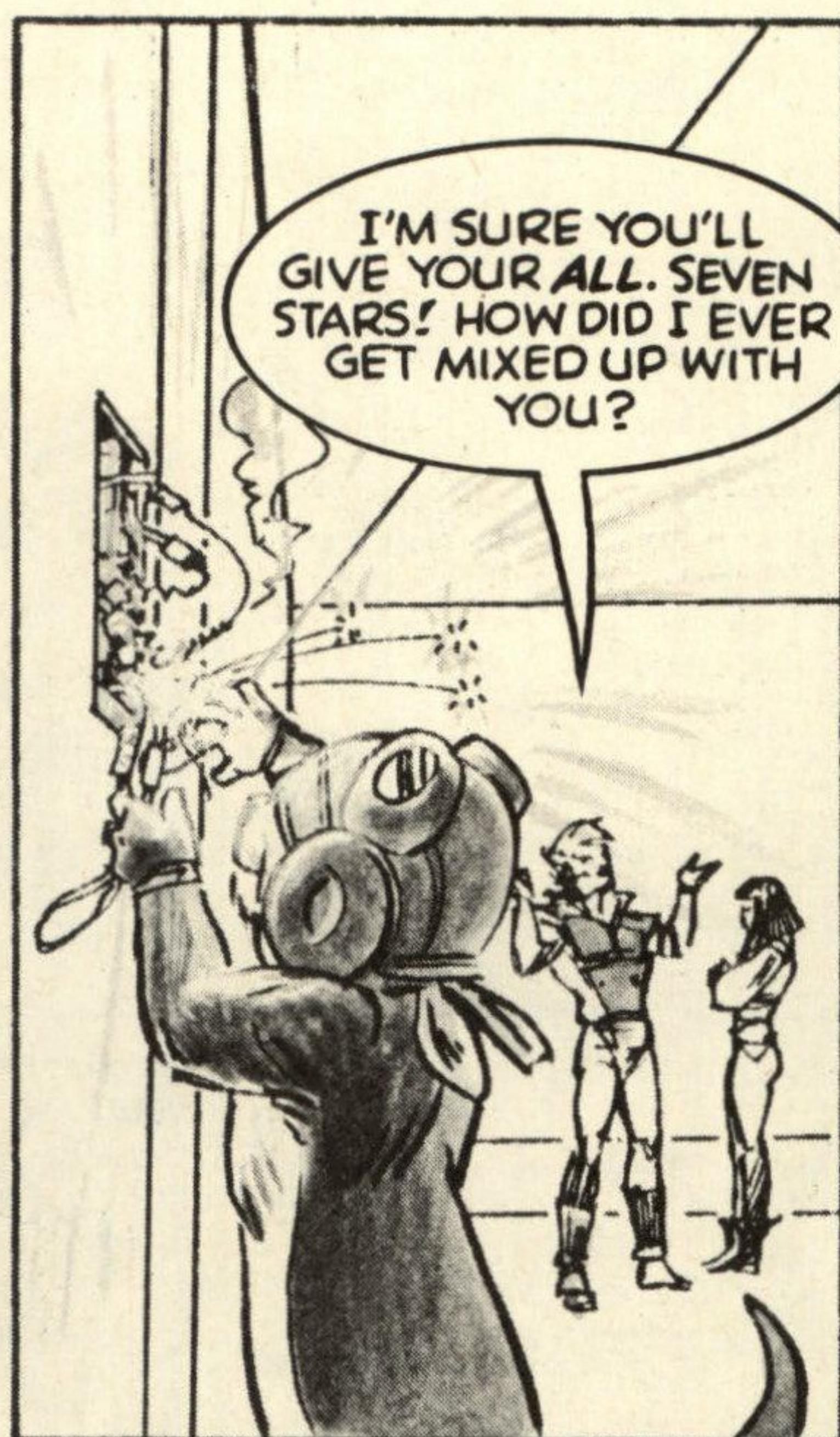
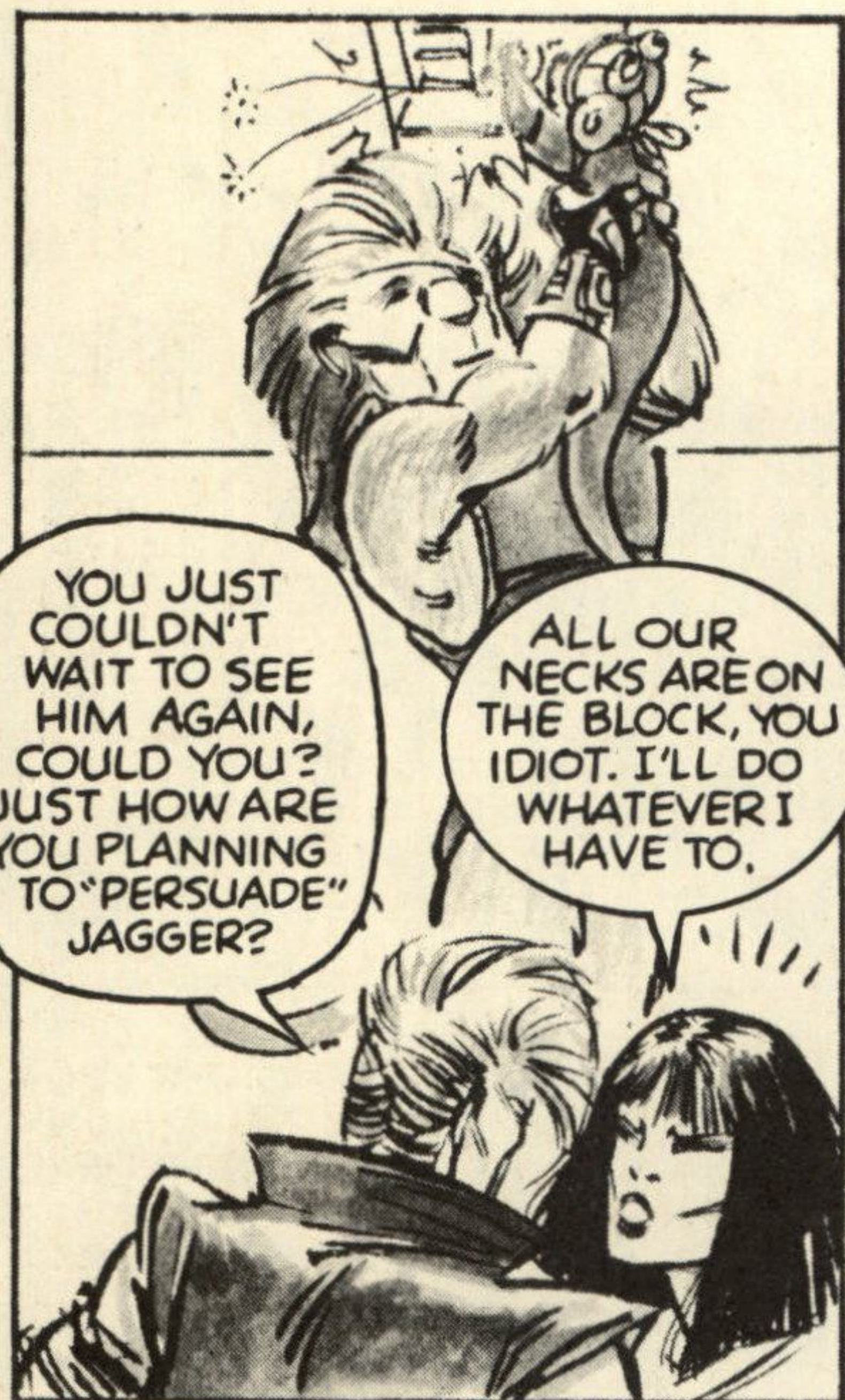
THAT'S NOT IT, IS IT?

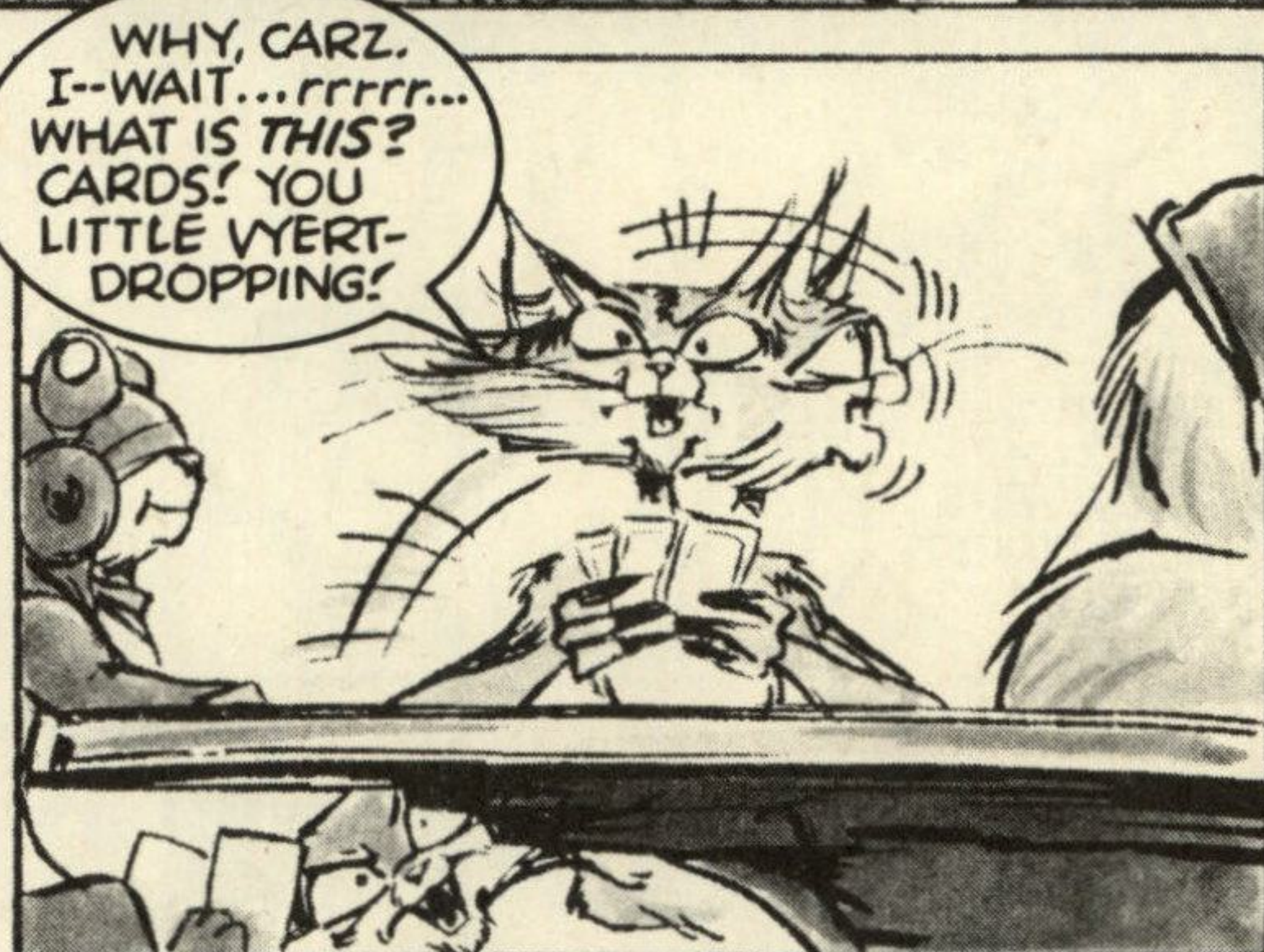


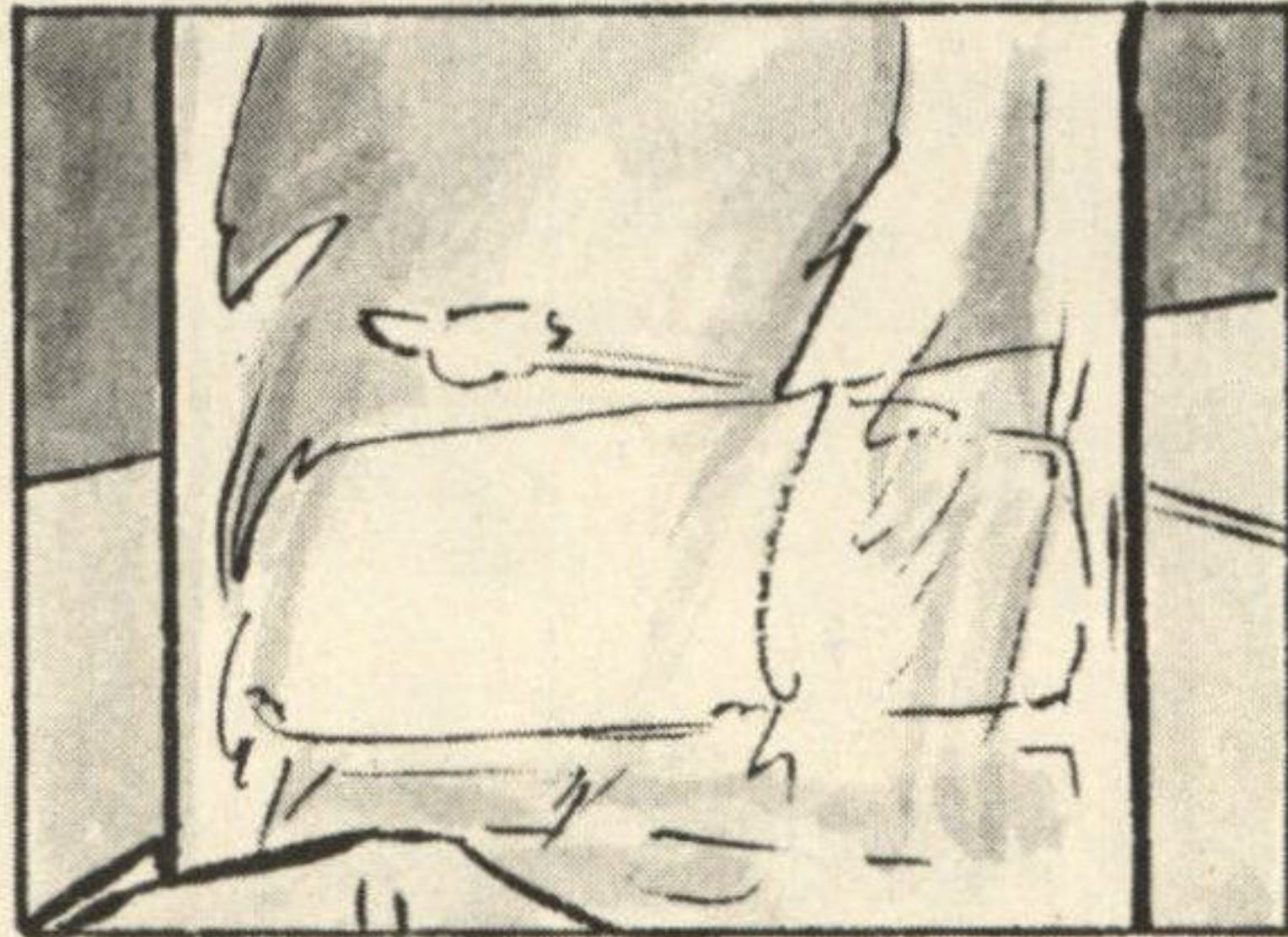
NOT "US." ME.

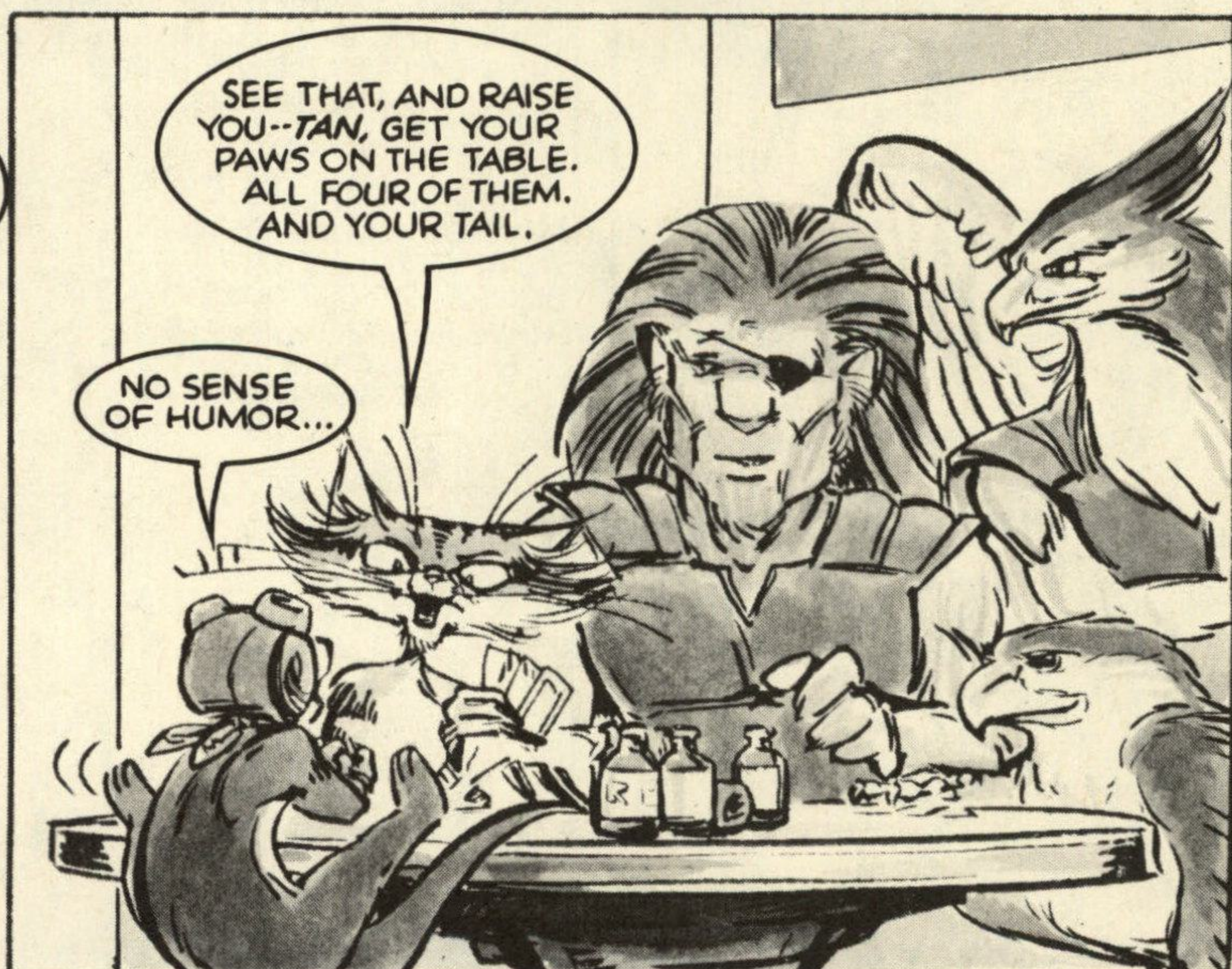


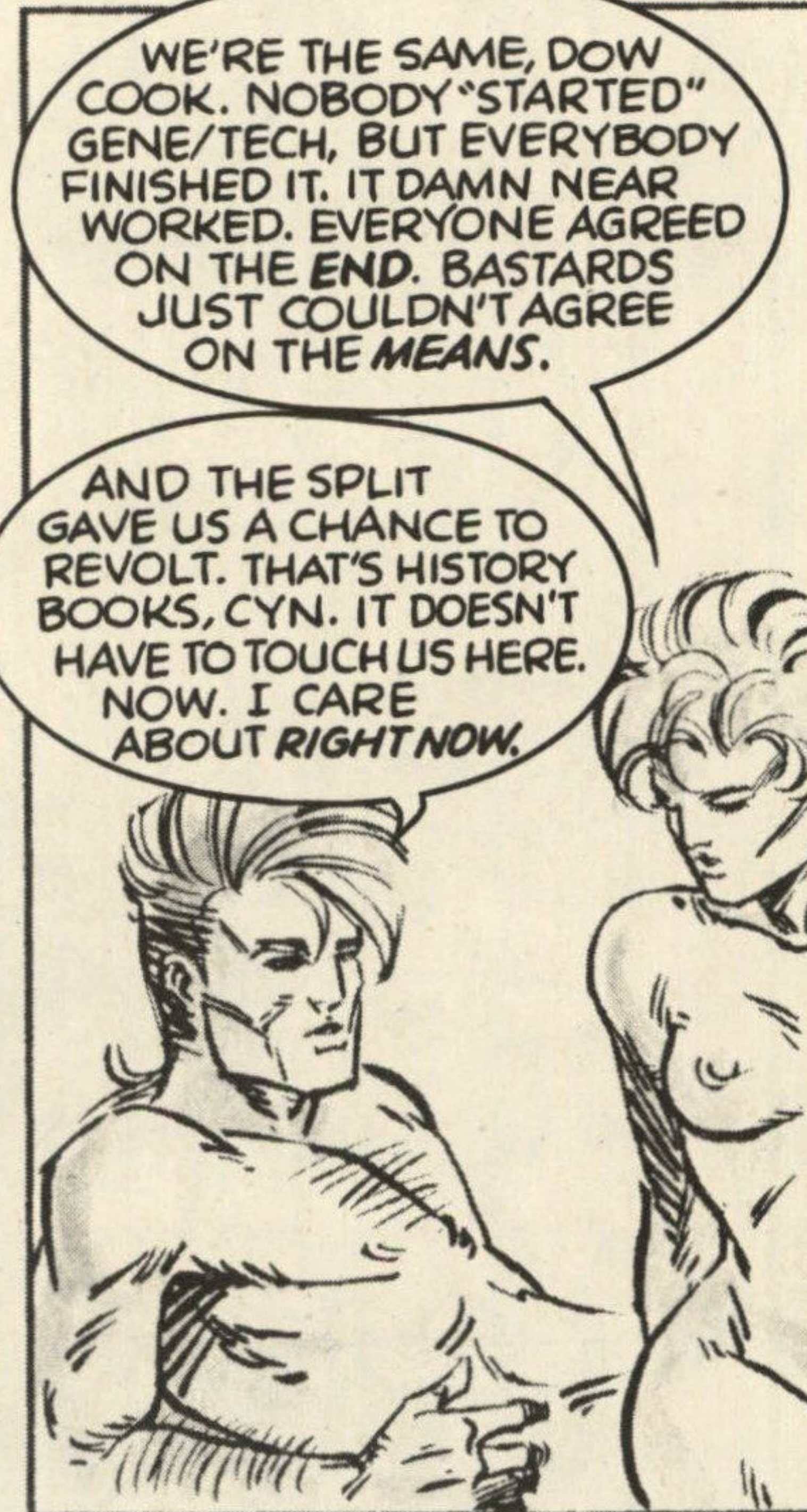
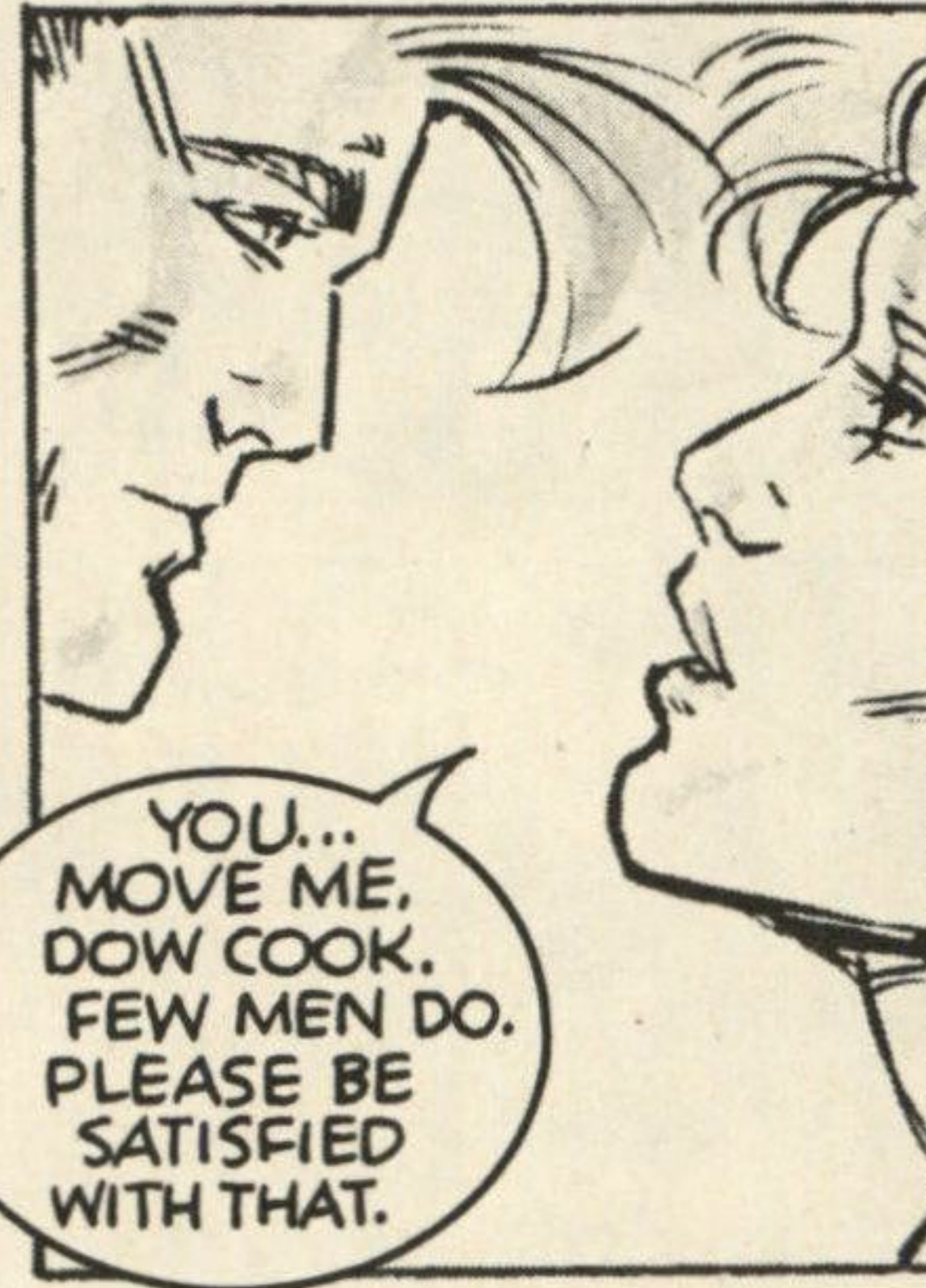
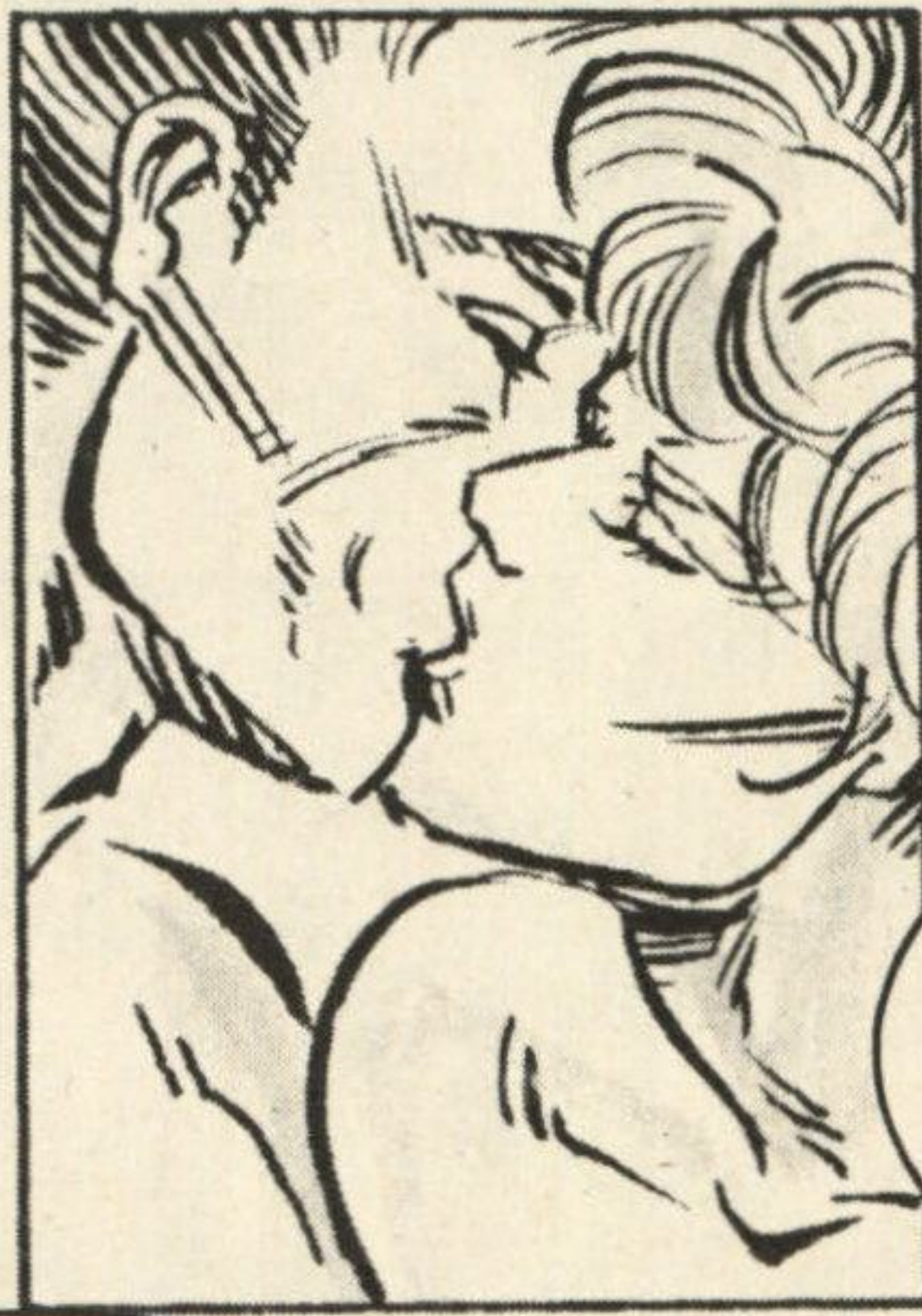
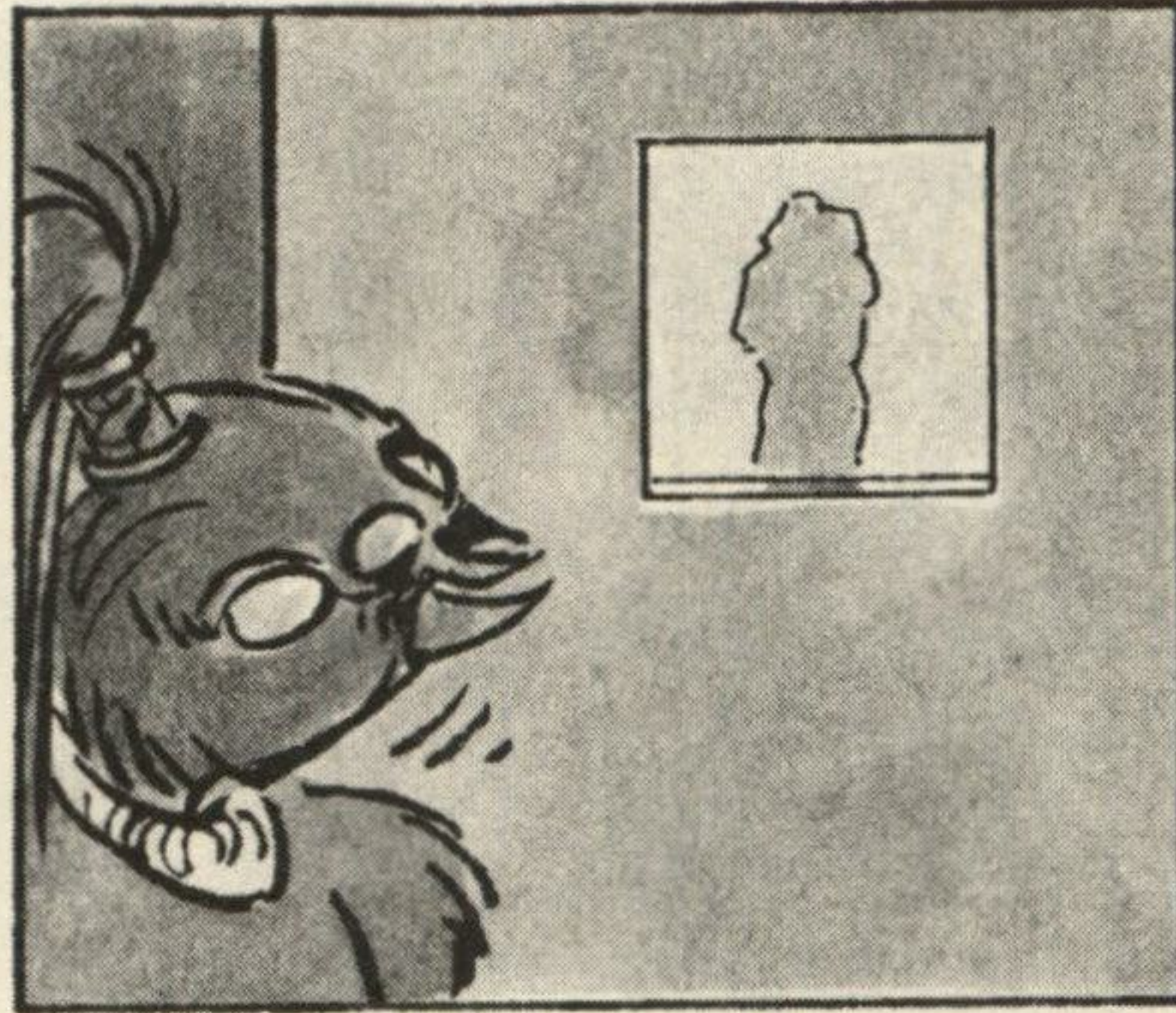
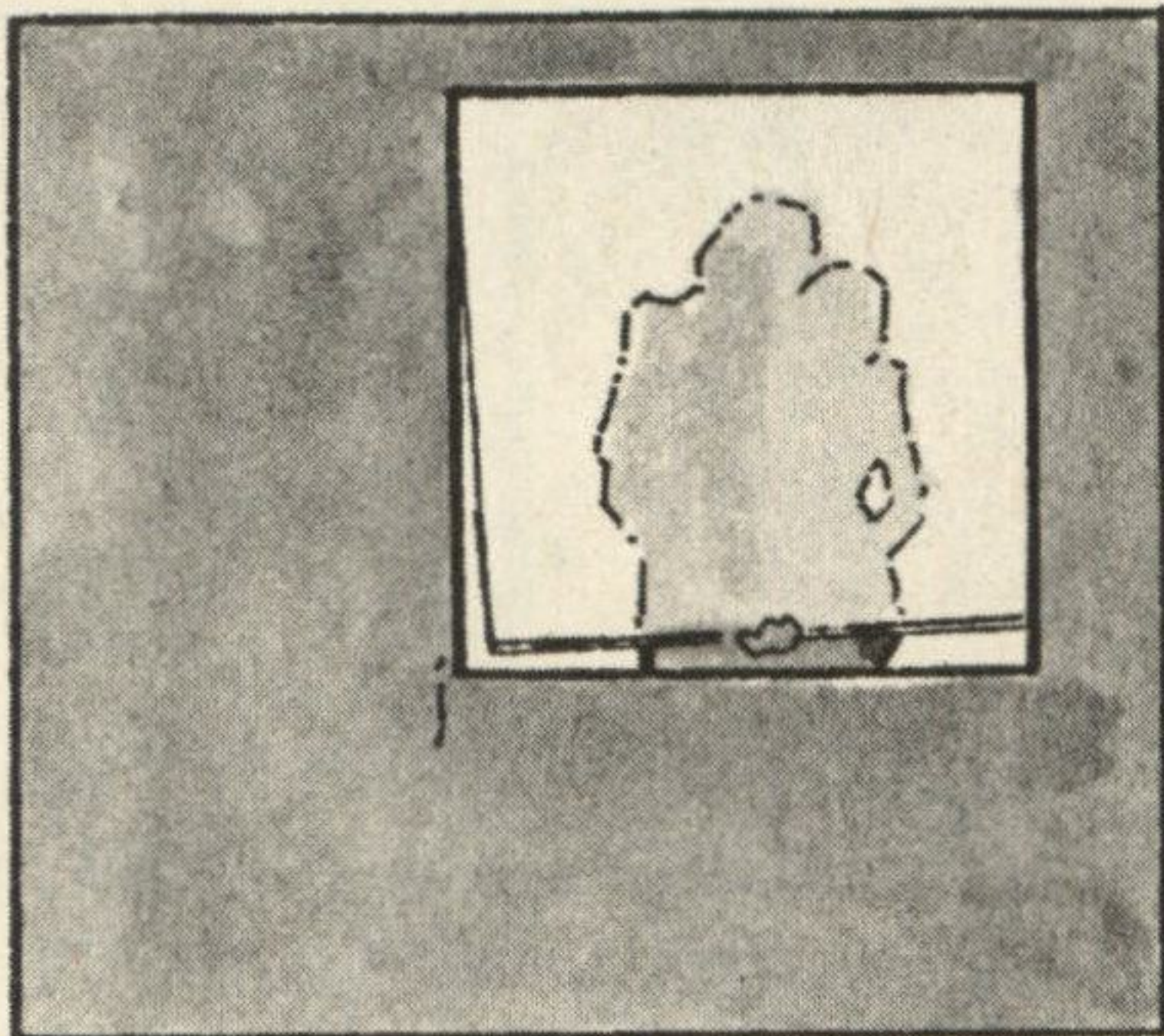
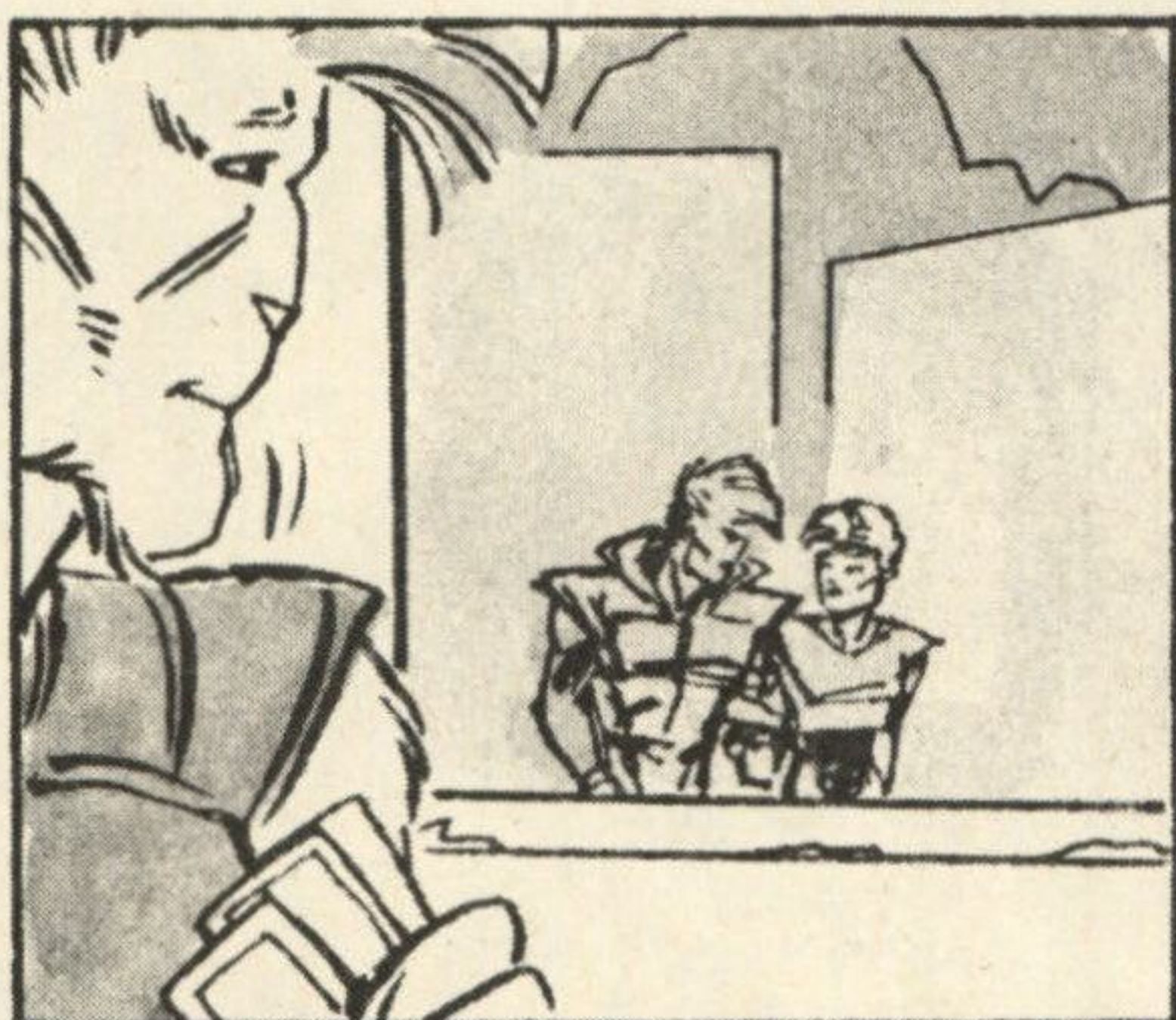








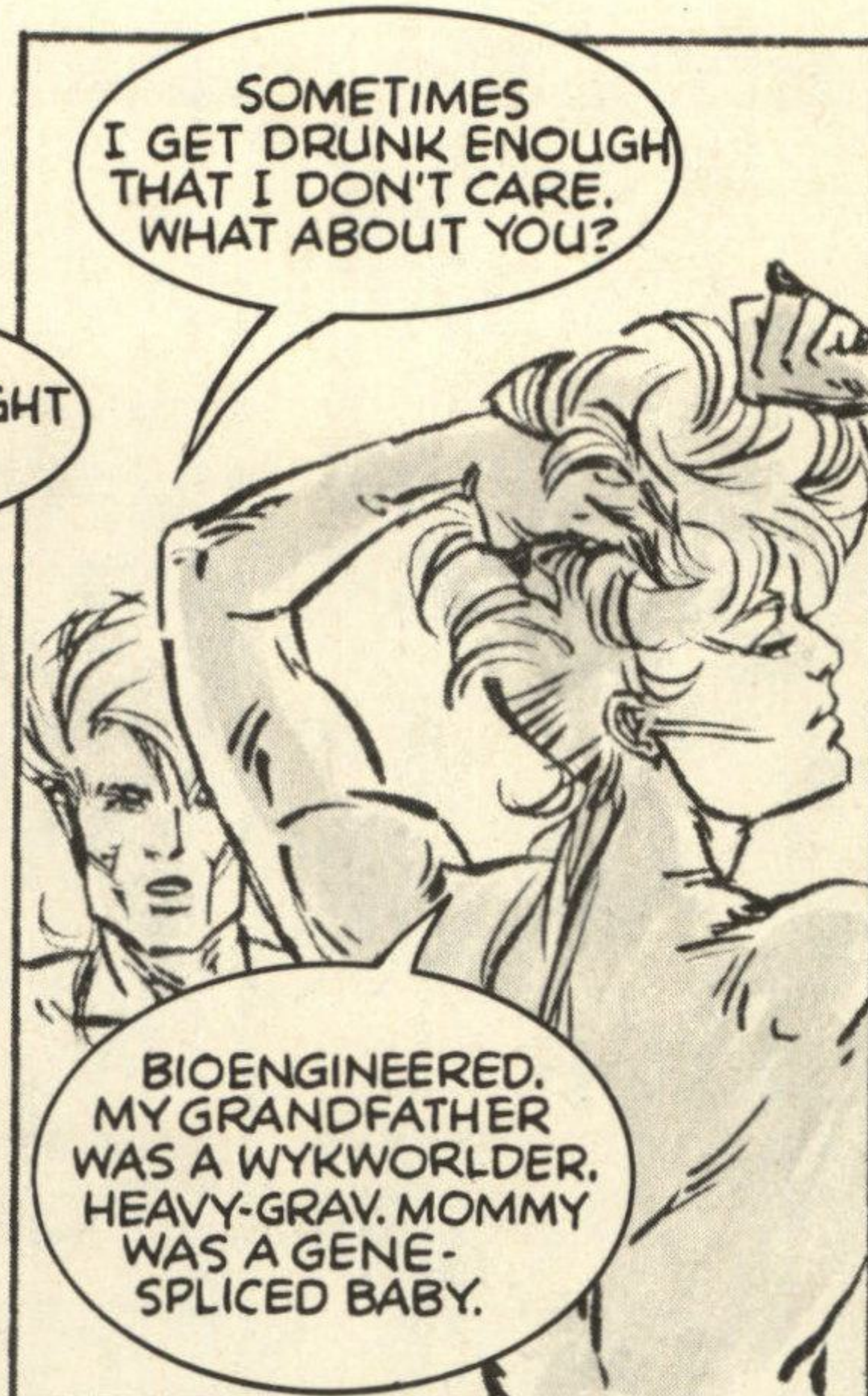






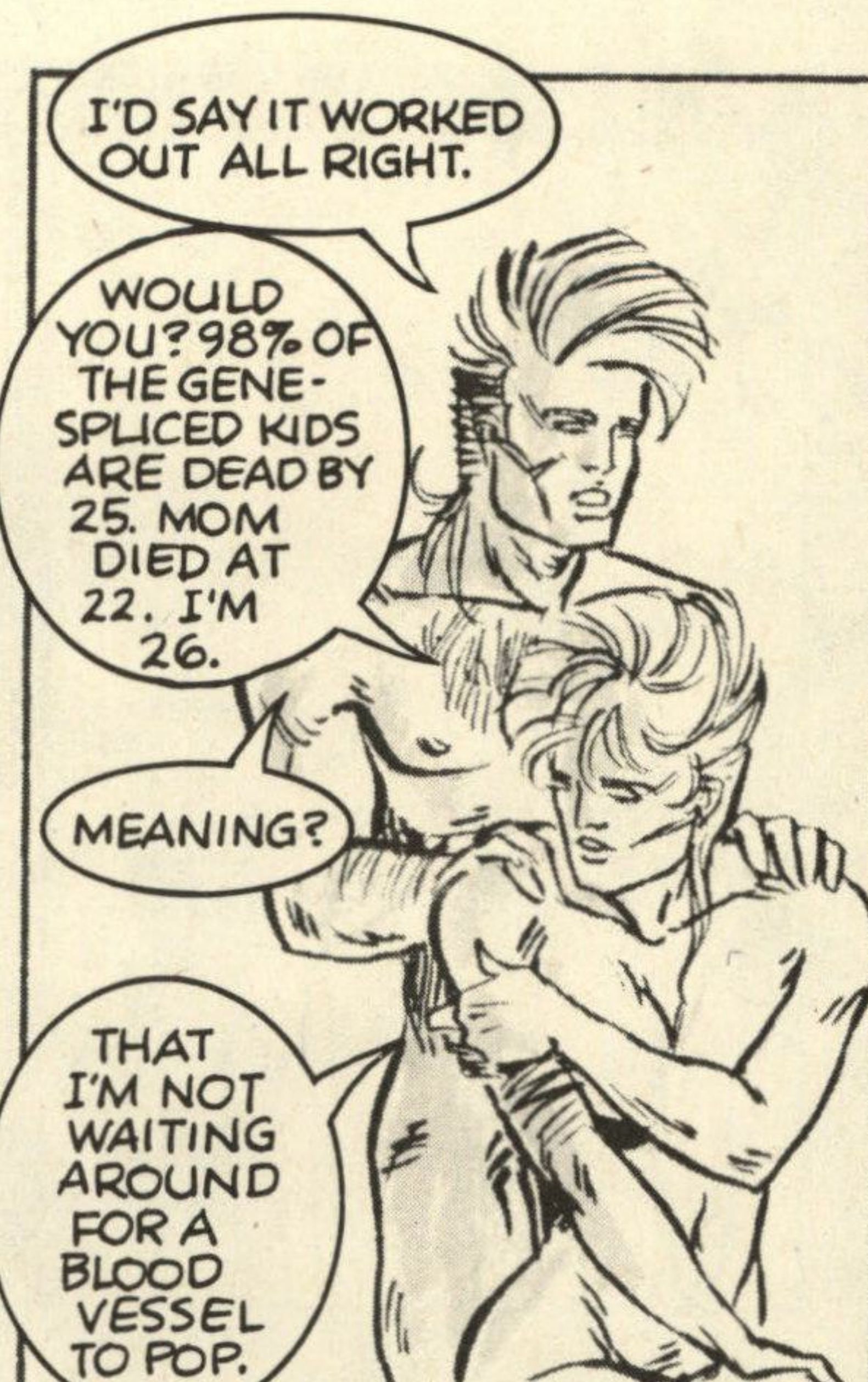
MAYBE... YOU DON'T HAVE TO BE LONELY. BUT I HAVE TO KNOW. YOU'RE LIKE ME. ENHANCED. CYBERCYTES?

SO YOU'RE A TEKKE. THOUGHT SO. DOES IT HURT?



SOMETIMES I GET DRUNK ENOUGH THAT I DON'T CARE. WHAT ABOUT YOU?

BIOENGINEERED. MY GRANDFATHER WAS A WYKWORLDER. HEAVY-GRAY. MOMMY WAS A GENE-SPICED BABY.



I'D SAY IT WORKED OUT ALL RIGHT.

WOULD YOU? 98% OF THE GENE-SPICED KIDS ARE DEAD BY 25. MOM DIED AT 22. I'M 26.

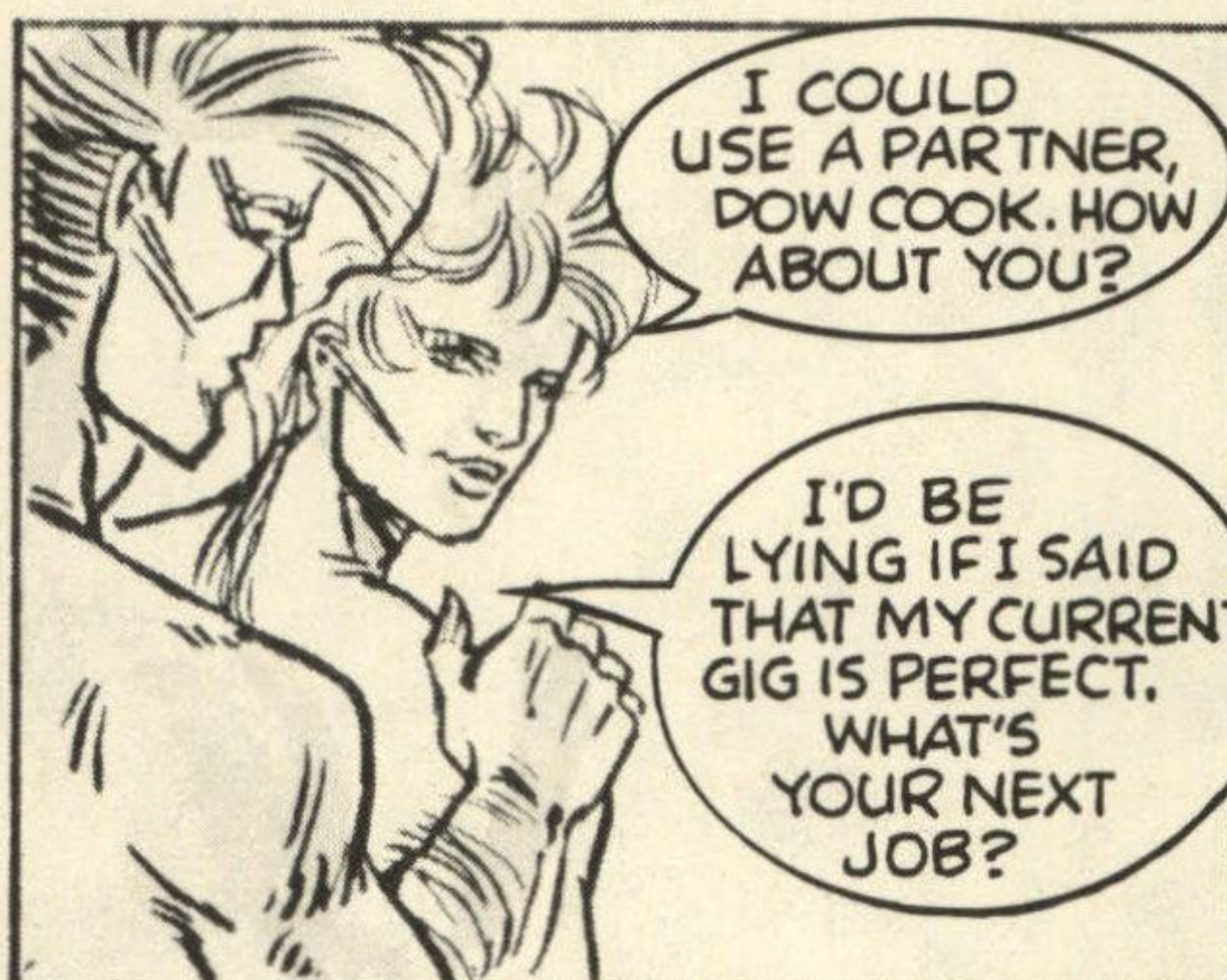
MEANING?

THAT I'M NOT WAITING AROUND FOR A BLOOD VESSEL TO POP.



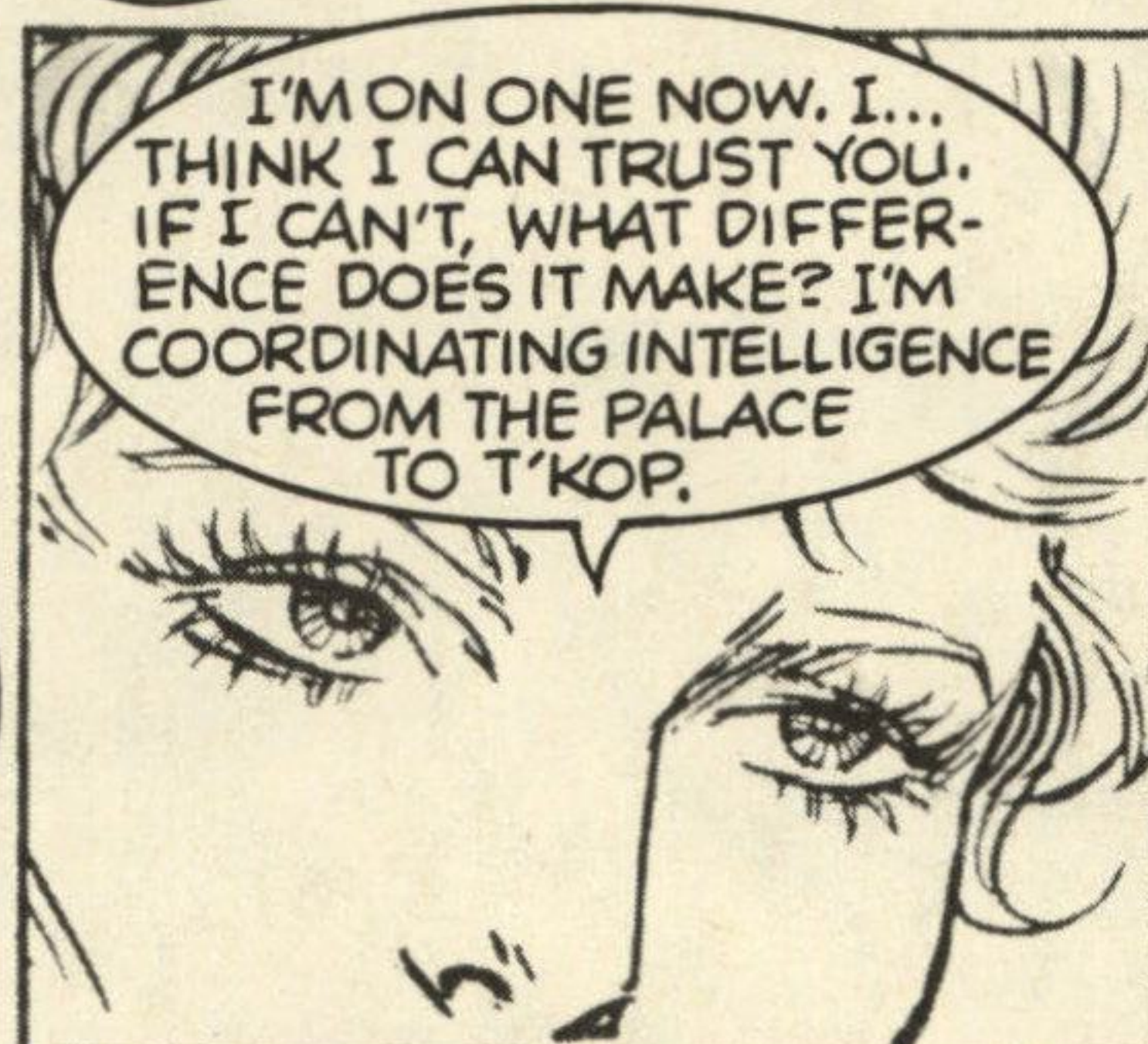
WHAT, THEN?

I SELL MYSELF TO ANYTHING HIGH-RISK. I STEAL. I SPY.

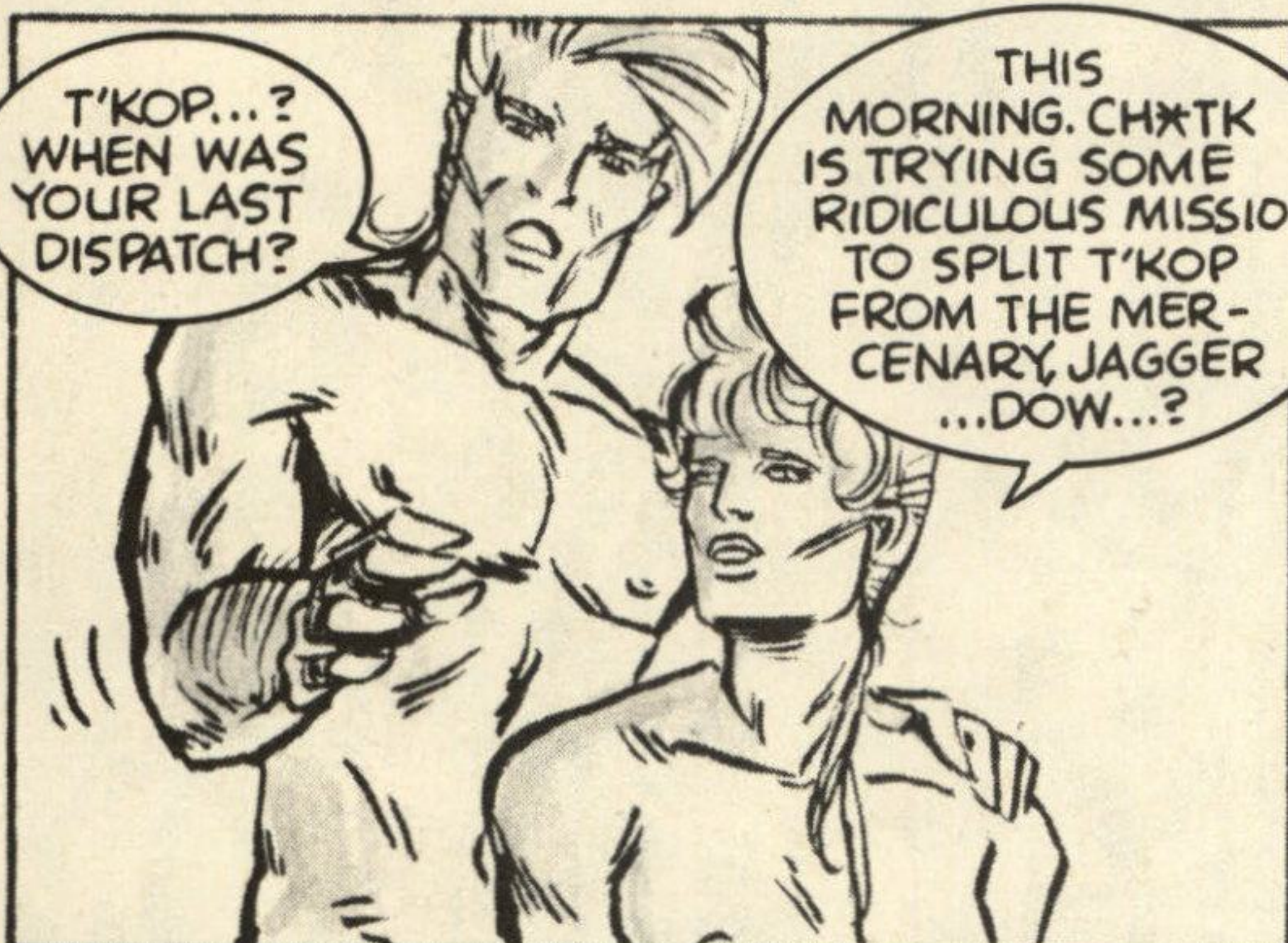


I COULD USE A PARTNER, DOW COOK. HOW ABOUT YOU?

I'D BE LYING IF I SAID THAT MY CURRENT GIG IS PERFECT. WHAT'S YOUR NEXT JOB?



I'M ON ONE NOW. I... THINK I CAN TRUST YOU. IF I CAN'T, WHAT DIFFERENCE DOES IT MAKE? I'M COORDINATING INTELLIGENCE FROM THE PALACE TO T'KOP.



T'KOP...? WHEN WAS YOUR LAST DISPATCH?

THIS MORNING. CH*TK IS TRYING SOME RIDICULOUS MISSION TO SPLIT T'KOP FROM THE MERCENARY, JAGGER ...DOW...?



T'KOP KNOWS...?

DOW. DO YOU KNOW INDIO TREMAINE?

SHE'S MY CAPTAIN.

"WAS," DOW. SHE'S DEAD.



NO! I HAVE TO--



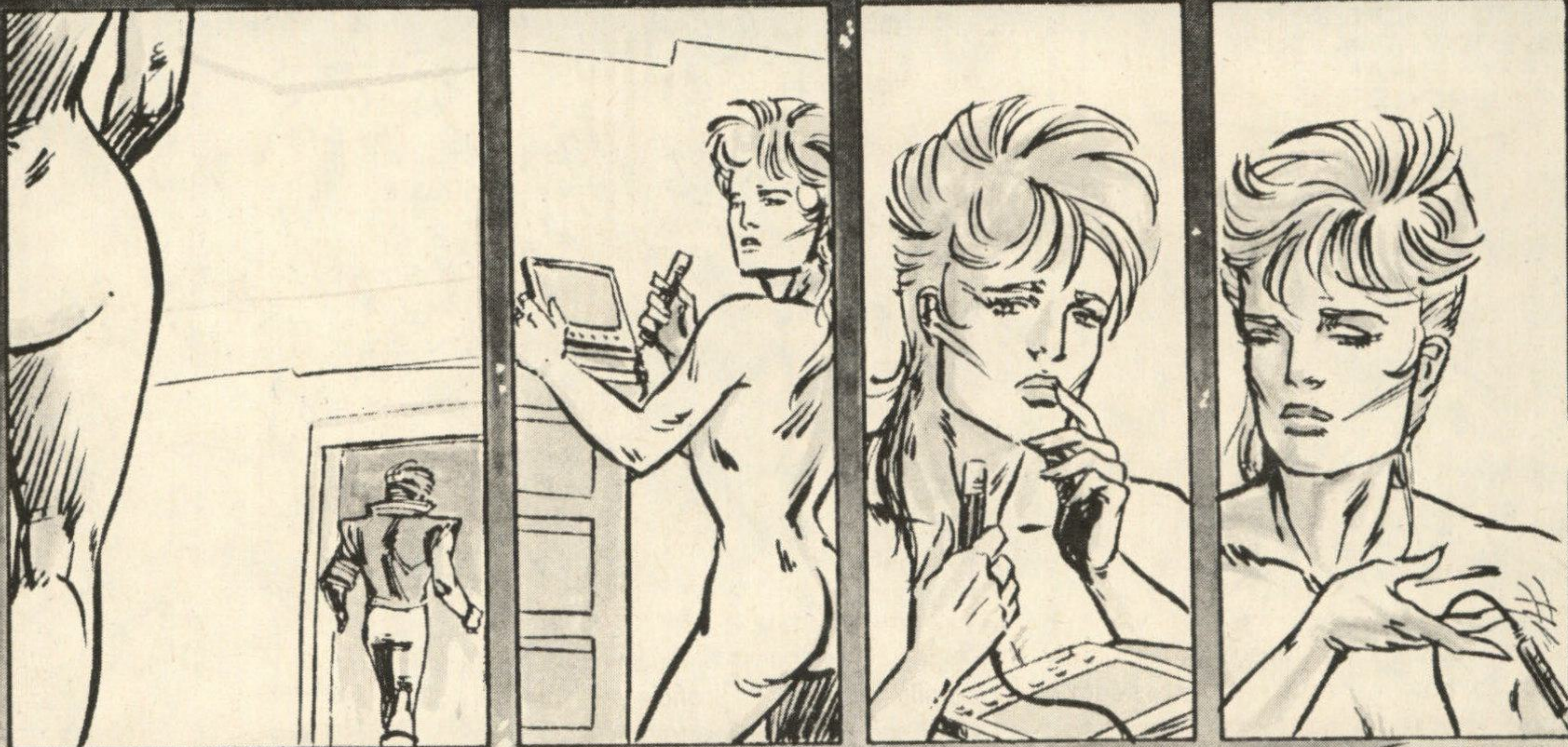
I LIKE YOU, CYN. MORE THAN I SHOULD. BUT SHE'S MY CAPTAIN.

YOU'RE A MERCENARY, JUST LIKE ME. DON'T TAKE IT PERSONAL. ONE OF US WON'T WALK OUT OF THIS ROOM.



DOW COOK, IT COULD HAVE BEEN SO GOOD.

IT STILL MIGHT. I'VE JUST GOT... SOMETHING TO DO.



TO BE CONTINUED...



Meet The Tsunami

Indio, captain and owner of the *Tsunami*, is probably the only person around capable of leading the collection of talented oddballs that she's managed to collect over the years. Before acquiring the *Tsunami*, Indio had been, among other things, a ranking officer in the Technic forces commanding a Hunter-Seeker team of ships. Though outwardly conservative, Indio harbors dreams of swashbuckling adventure. Unfortunately, the reality of the matter is that a job is a job, however exciting it may seem to the uninitiated. Indio is proficient in three martial arts, speaks two major trade languages and collects ancient weaponry.

Dow Cook is the ship's navigator and accountant. His stormy relationship with Indio is the stuff of legends. Most of Dow's problems arise from his parents being drafted and from Dow becoming a part of the war effort. He was invested with a biological enhancer, called Cybercytes, that gives him short bursts of great strength and amazing recuperative powers. Regrettably, the intense pain and often violent mood shifts that are a side effect of this treatment more than offset any benefits. The Soulstar Commission catches him at a bad time, during one of his darker phases. Normally, Dow is a good man to have on your side or in your poker game (he's a pretty mediocre player...).

Haven is the ship's doctor and surgeon. Her quarters and surgery are located near the main cargo hold, which is often pressurized and used as a rec room. Haven needs to stretch her wings regularly and gets cranky if she isn't able to. Although she prefers to play games that emphasize skill over luck, Haven is more shark than bird when she deigns to play cards.

Tan can fix or break just about anything mechanical or electronic. He gets into a lot of trouble when he modifies something without telling anyone what the former device has now become (he once did something strange to the toilets...). Fortunately, his talents make him too valuable to just chuck out an airlock. Though basically lazy, tinkering is his life and he lives down in the "engine" room. Tan spent his most impressionable years on New Quebec, at the Universaire de la Batts, where he developed his odd personality and numerous bad habits (the two are indistinguishable to many). He cheats most excellently at cards.

Alshain is in charge of both communications and the ship's computer system. A hot programmer, she can break into just about any system around (she was with military intelligence during her stint in the War). Her military training also taught her some rather effective fighting techniques (nasty and messy). Alshain can speak a number of languages, including several of the trade tongues. She has a weakness for crossword puzzles (puzzles in general) and an overt fondness for jewelry and baubles.

Herrick is the weapons controller and co-pilot of the *Tsunami*. Although he has wings, they don't actually enable him to fly in normal gravities (he can only flutter, like a chicken). However, the wings make Herrick a mean fighter in zero-G combat. Herrick is considered the ship's connoisseur, a difficult reputation to maintain when one planet's wines are another planet's sewage.

Carz is the newest member of the *Tsunami* crew and easily the most confused. As a race, Lenines are not known for being fun-loving or outlandish, and Carz now finds himself part of a crew that could well be described as "funky." Carz is extremely difficult to anger, but he does have his buttons. It is unwise to ask him about his past, especially about why he was left on Skelos by his former shipmates. Carz is from a "rural" outsection of space and is the future's equivalent of a rube. The *Tsunami* crew runs in faster lanes than he is used to, but he enjoys their company and is willing to put up with a lot of abuse.

The Tsunami itself is a heavily armored cargo ship, with both light and heavy weaponry attached to it. It is registered as an independent merchant ship, specializing in salvage and information trading.



TAKE OFF



The Fusion Crew:

Finished #1 and love it! Just love it. A weirdly beautiful combination of the gritty and bizarre. It's great, as a fan of both Gallacci and Dowling, to follow the weave of each in and out of the entire story. And to see how well they weave together; seamless! Beautiful.

The antebellum grittiness of Skelos, as sketched in words and art, reminds me most strongly of Andre Norton's "Dipple," the grim, interstellar refugee camp/slum she used as a background for *Catseye*, *Night Without Masks* and several others. War isn't much fun, and its remnants even less so.

I am impressed with your variety of "aliens," many of which seem to be engineered Terran animals. I especially like the chicken in the lower righthand corner of page one.

The teamwork in *Fusion* has produced something truly extraordinary; congratulations and thanks.

Chris Cooper,
Santa Cruz



Thanks for the kudos, Chris. Gosh, mentioned in the same sentence as Andre Norton! What an honor! For more great reading, check out Poul Anderson's Polesotechnic series. Gallacci and I jump up and down whenever we discuss Poul's stories. Yes, many of the aliens you see are, in fact generated from native fauna. Sentient "designer" animals were all the rage before the Wars, at which time most were drafted "for the war effort." You'll see more on this later in the series.

Well, another issue, another contest, eh? Well, here's a poser: Assuming that the whole crew uses it, how would their toilet be designed? The person who designs the best Crapper will win something Really Weird! Quality entertainment, eh?

Entries must be received by April 30, 1987. The usual rules apply. Send all entries to *Fusion*, c/o Eclipse Comics.

Lex Nakashima, c.e.
Boogaboogabooga boogaboogal



Dear Tsunami Groupies,

Now, this isn't a funny animal book. I guess I should be disappointed. I'm not, but then you knew I wouldn't be, didn't you? There are enough of them on the market (and I really haven't enjoyed a funny animal comic since *Captain Carrot*, unless you count *Thunderbunny*).

I really go for silent covers. No sound effects, no blurbage. Just the title and the publisher's logo. The creative team names add a refined touch. The best thing about *Fusion's* cover is what it lacks; a stupid claim. Too many of Eclipse's titles are advertised as "America's Number One..." whatever.

Oh, and I like the artwork, too. The characters seem a little flat. The face. The Tough Broad. The stuffy/prissy type. The Comic Relief. But then again, they all seem fresher. Maybe it's the simple way Carz says, "I go into rut in six weeks. I'll spend the best season of my life digging in the mines." (Well, great, now he can spend his rut in deepest darkest space.) Or maybe it was a lot of the little things. Only time will tell.

[Letter continues, to describe a poker game.]

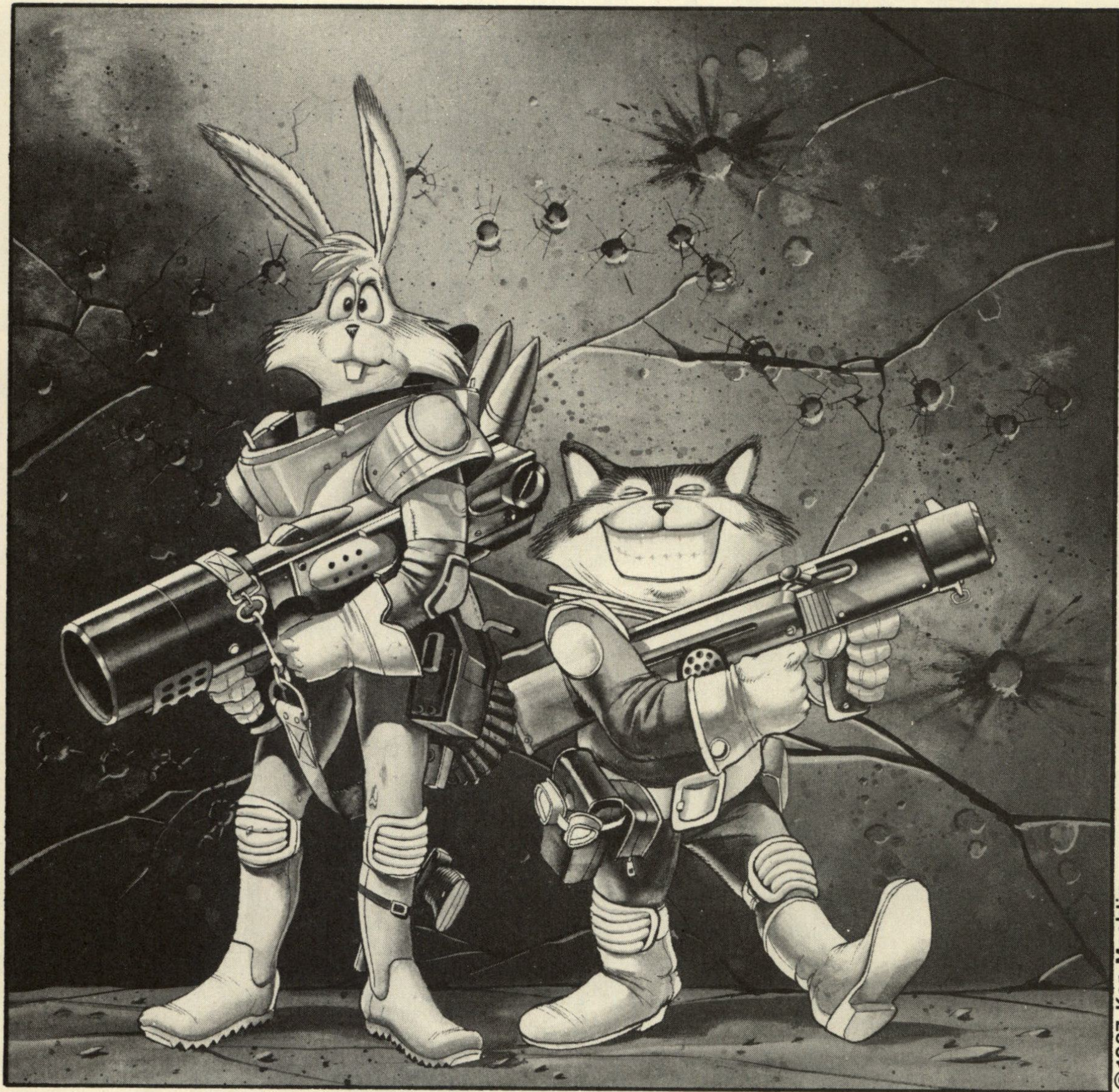
Bill Keiffer,
Brick, NJ

Well, Howdy! An East-coaster at last (and one of the noble breed, even!). Thanks for the kind words and especially the comments about excessive verbiage. Never been a big fan of caption overkill, myself. Comic relief?! I'll have you know that Tan is a genuine attempt at creating a Canadian Hero of epic proportions! (Amazing stuff, eh?) And, actually we'd sorta' love to be able to put "America's Number One Whatever" on our covers. Unfortunately, the Great Ghod of the Racks has not seen fit to bless us with such a distinction.

Speaking of musical comedy, Carz won't have to spend the best season of his life in deepest, darkest space. Fun and games and pheromones on a planet where you don't speak the lingo! Coming soon to a planet near you, just as soon as we get it written, drawn, etc.

Thanks also to Claude L. Madeariz and Quentin Doug, who signed their letters in such a way that I will undoubtedly misspell both names. And Quentin, your potentially accurate analysis of the plotline of *The Soulstar Commission* has established you as a Dangerous Person, and earned you a visit from the men in dark hats. Beware!

Do it once. Do it right.



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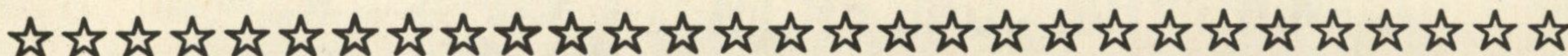
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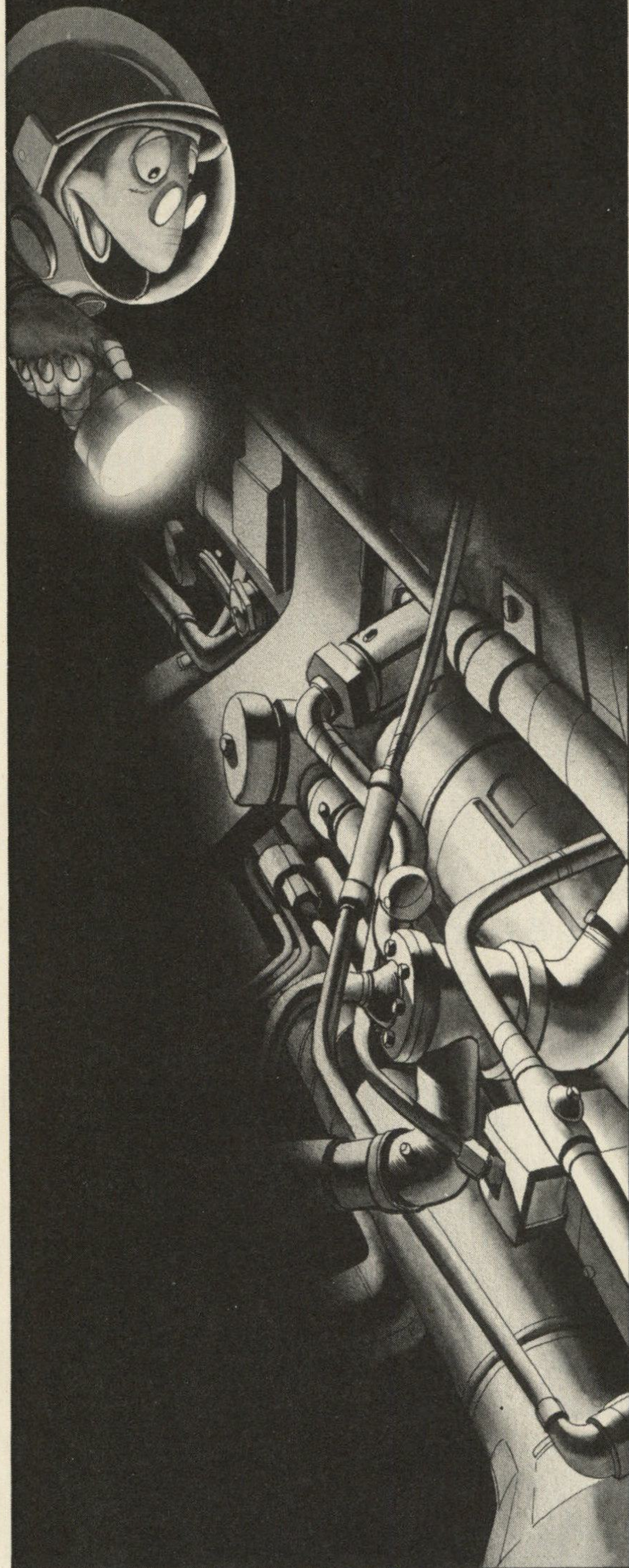
WE'RE ALMOST
THROUGH THE
BULKHEAD,
PROFESSOR!

THERE YOU
ARE, LAD, OUR FIRST
LOOK INTO AN
ABANDONED ALIEN
SPACECRAFT!

GOSH, IT
LOOKS PRETTY
PRIMITIVE FOR
AN INTERPLANETARY
SHIP. SECOND LEVEL
ATOMIC TECHNOLOGY,
AT BEST.

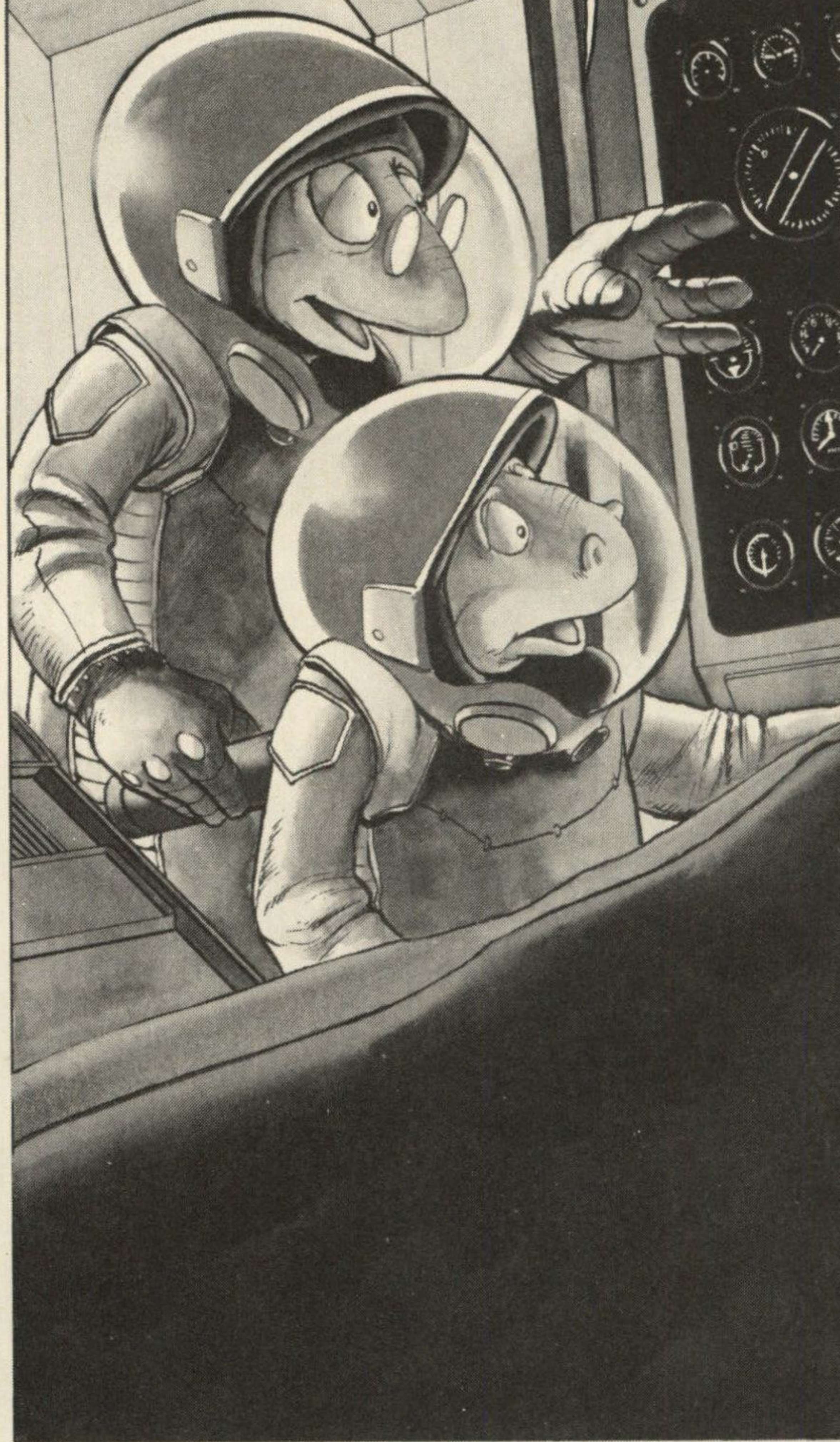
Story and Art by KEN MACKLIN
Lettering by L. LOIS BUHALIS

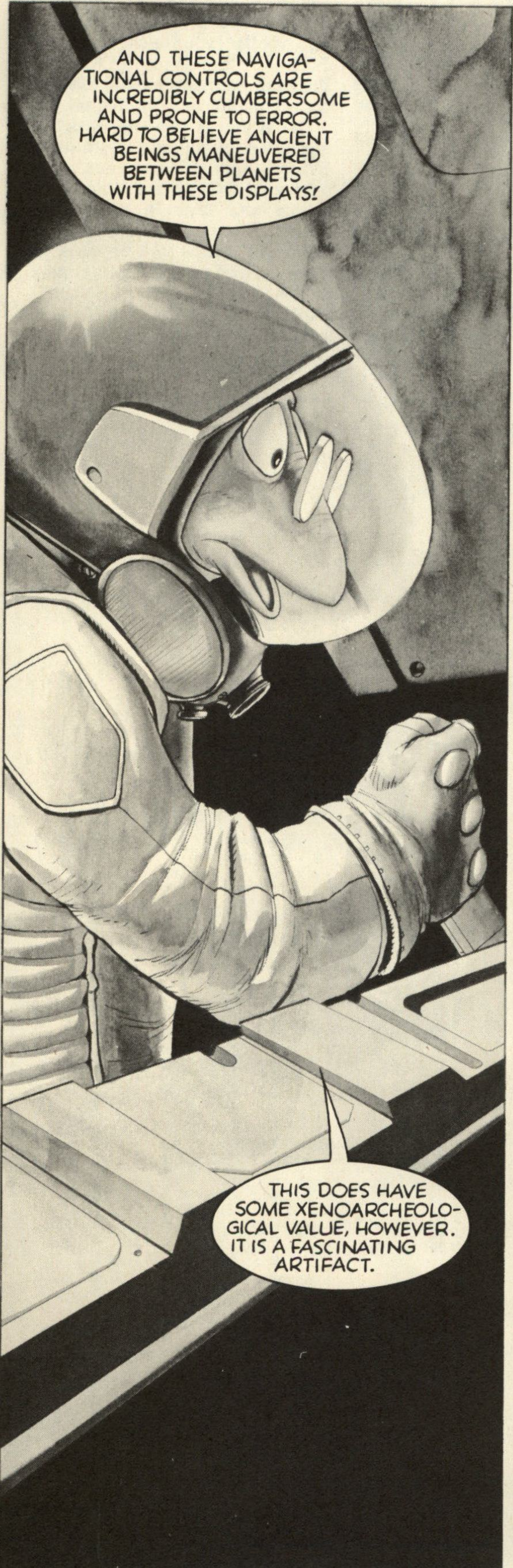
ALL MOTIVATIONAL
POWER SYSTEMS ARE
COLD. RADIOACTIVITY
LEVELS ARE VERY LOW.
THIS HULK HAS
PROBABLY BEEN DRIFTING
FOR CENTURIES.



THE DESIGN
IS EXTREMELY
ANTIQUATED. THESE
GUIDANCE SYSTEMS
DON'T EVEN HAVE
GRAVITATIONAL
FIELD COMPEN-
SATORS!

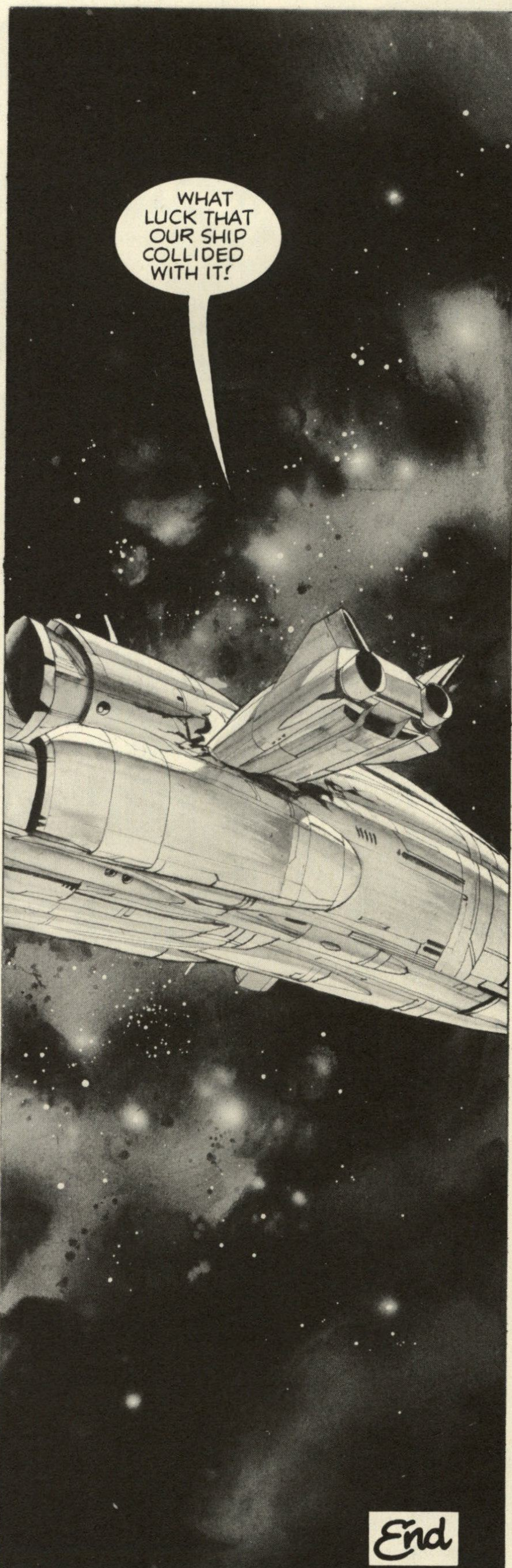
IT'S HARD TO
BELIEVE THIS THING
EVER GOT ANYWHERE.
SOME OF THE STEERING
THRUSTER LINKAGES
ARE ACTUALLY
MECHANICAL!





AND THESE NAVIGATIONAL CONTROLS ARE INCREDIBLY CUMBERSOME AND PRONE TO ERROR. HARD TO BELIEVE ANCIENT BEINGS MANEUVERED BETWEEN PLANETS WITH THESE DISPLAYS!

THIS DOES HAVE SOME XENOARCHEOLOGICAL VALUE, HOWEVER. IT IS A FASCINATING ARTIFACT.



WHAT LUCK THAT OUR SHIP COLLIDED WITH IT!

End

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